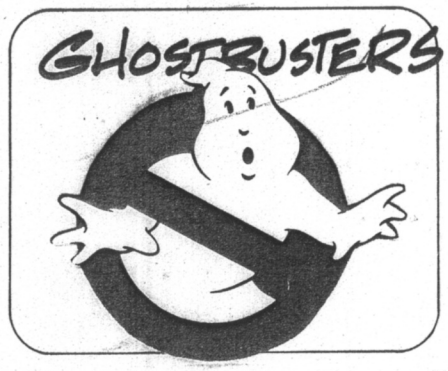
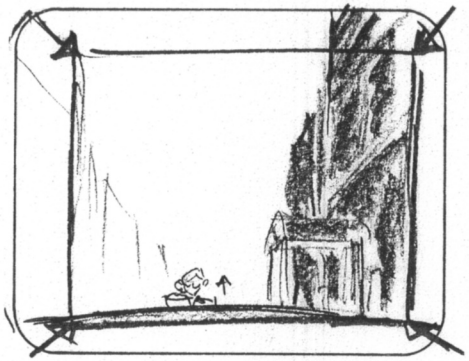
10/24

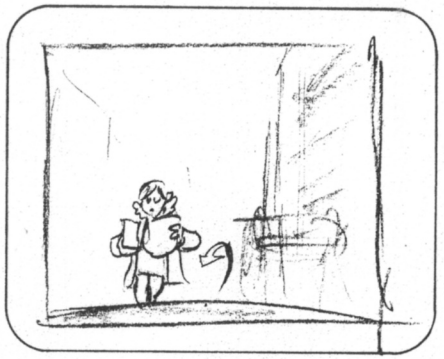
DIC AUDIO VISUAL

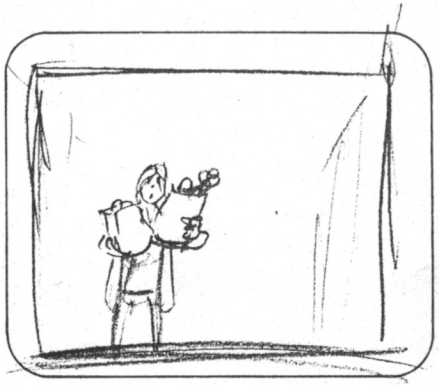
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				1

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
				A1							







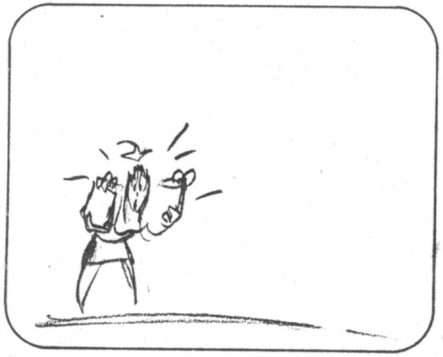


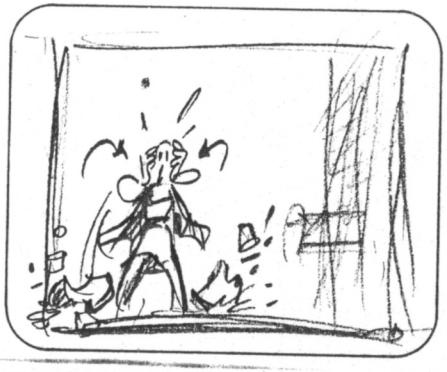
ACTION /	ACTION / EXT., NEW YORK CITY STREET, DAY = **SLOW TRUCK IN** ON WOMAN WALKING TOWARD CAM.	ACTION /	ACTION / SHE SEES GHOST & STOPS. NO STRONG REACTION YET.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

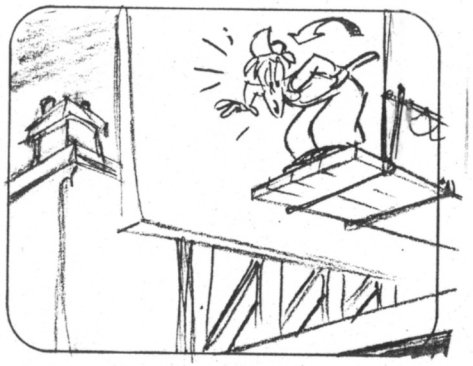
DIC AUDIO VISUAL

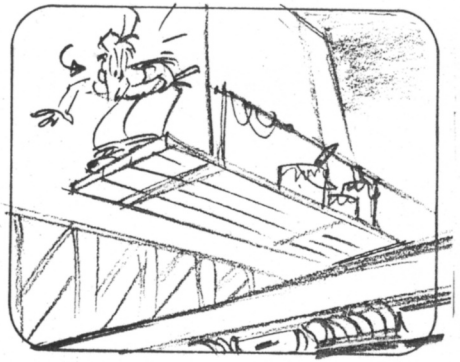
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				2

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	CONT			CONT			A2				







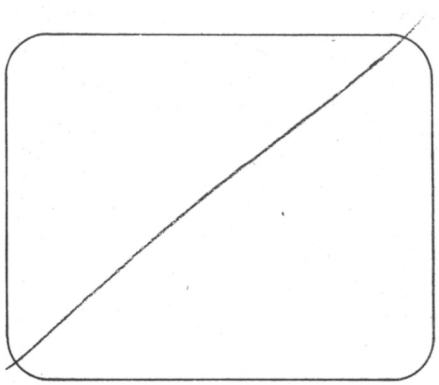


ACTION/ SHE LEANS FORWARD TO SEE BETTER - TILTS HEAD WITH CURIOSITY. EXPRESSION SLOWLY CHANGES TO FEAR.	ACTION/ SHE SUDDENLY DROPS GROCERIES & TAKES.	ACTION/ PAN → BILLBOARD PAINTER ON SCAFFOLD SEES GHOST.	ACTION/
DIALOGUE/	DIALOGUE/ FRIGHTENED SHOPPER (SUDDEN INTAKE OF BREATH.)	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				3

	SCENE	TIMING		SCENE	TIMING	SCENE	TIMING		SCENE	TIMING
	A 3		O.L.							

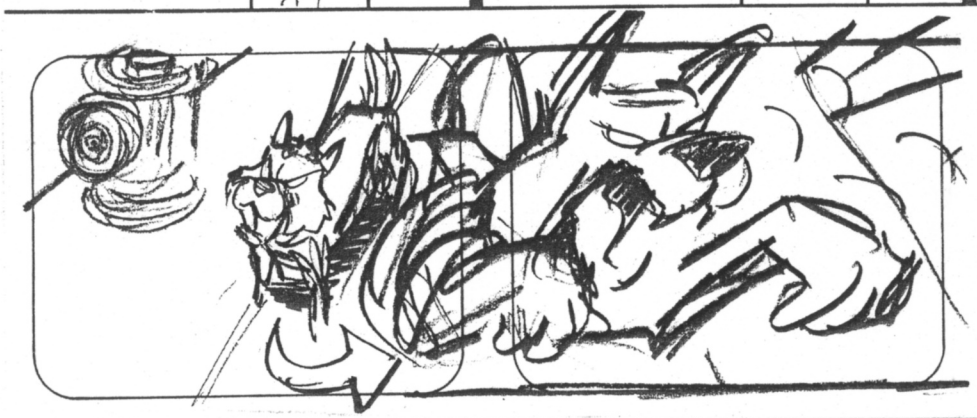


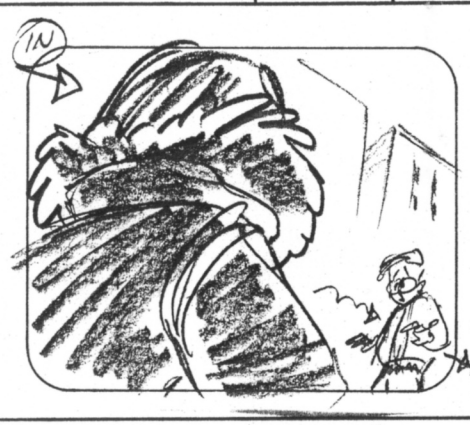
ACTION / PAN → PAINTER DOES EXTREME TAKE, LOOSES BALANCE,	ACTION / (BACK IN PERSPECTIVE) THRASHES AROUND TO REGAIN	ACTION / BALANCE, --- --- AND FALLS O.S. INTO PAINT CANS.	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				4

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
A4				A5			



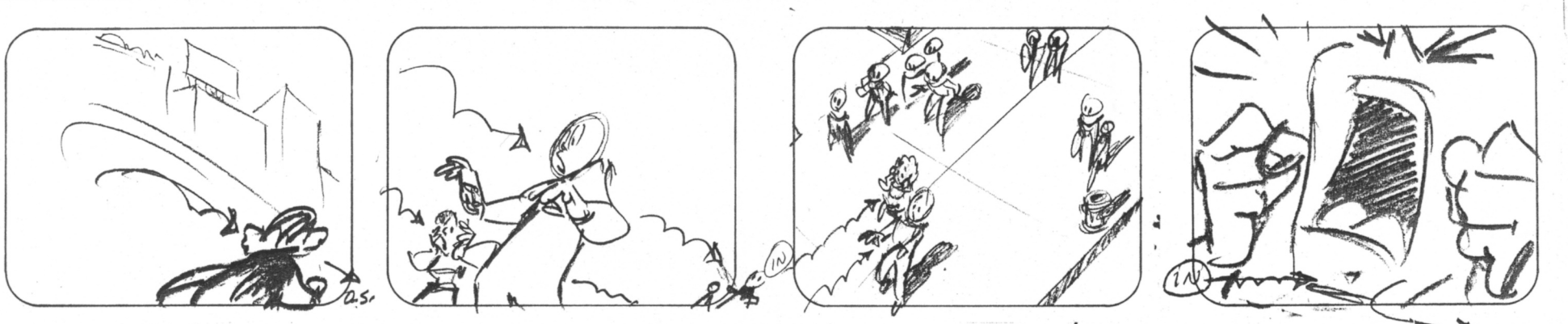


ACTION / PAN → GHOST'S P.O.V. OF SIDEWALK. DOG GROWLS AT CAM. / LEAPS UP AT CAM AS WE PASS HIM BUT IS RESTRAINED BY HIS LEASH.	ACTION /	ACTION / GIRL ENTERS SC. / BACK TO CAM. FRIGHTENED BOY WALKS BACKWARD THRU SC. BEHIND HER.	ACTION / SHE NERVOUSLY LOOKS OVER SHOULDER---
DIALOGUE / DOG (MENACING GROWL THEN BARKS AS HE ATTACKS)	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				5

	SCENE	TIMING		SCENE	TIMING		SCENE A6	TIMING		SCENE A7	TIMING

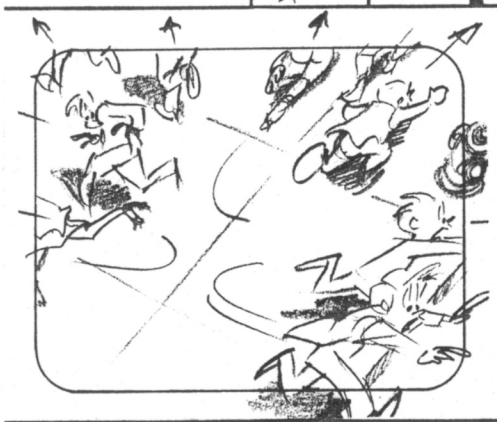


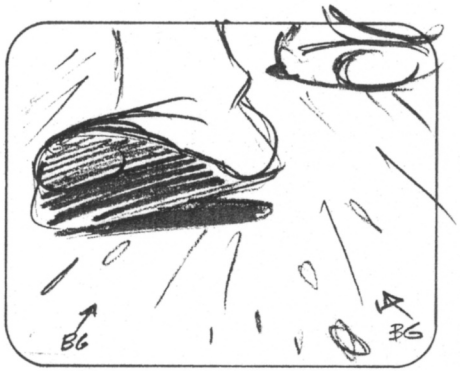
ACTION / --- THEN QUICKLY WALKS O.S.	ACTION / FRIGHTENED MAN & WOMAN WALK BACKWARDS THRU SC. (3/4 PERSPECTIVE WALK)	ACTION / SAME MAN & WOMAN WALK BACKWARDS INTO SC. CUT ON ACTION.	ACTION / SAME WOMAN'S HEAD BACKS UP INTO SC. & STOPS. SHE SUDDENLY SCREAMS & RUNS O.S.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE / WOMAN (SCREAMS)
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				6

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	A8		ANIMATED BG	A9						A10	



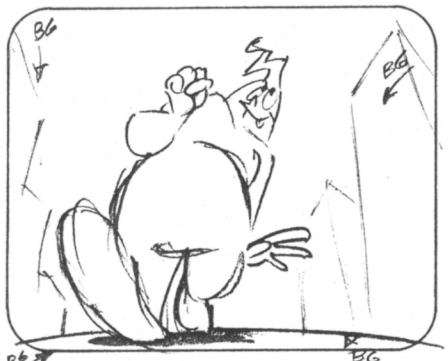


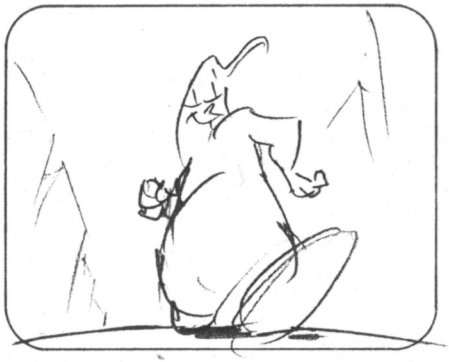
ACTION/ CROWD RUNS O.S. IN ALL DIRECTIONS, SCREAMING.	ACTION/ GHOST'S FEET WALK TOWARD CAM (LIKE JOHN TRAVOLTA'S IN "SATURDAY NIGHT FEVER")	ACTION/	ACTION/ UPSHOT ON GHOST DOING "COOL" STRUT.
(LAYOUT, NOTE = THIS IS A SCRAMBLE, NOT A SIMPLE RUN)			
DIALOGUE/ CROWD (LOUD SCREAMS)	DIALOGUE/	DIALOGUE/	DIALOGUE/
SOUND FX/	SOUND FX/	SOUND FX/	SOUND FX/
NOTES/	NOTES/	NOTES/	NOTES/
TIMING/	TIMING/	TIMING/	TIMING/

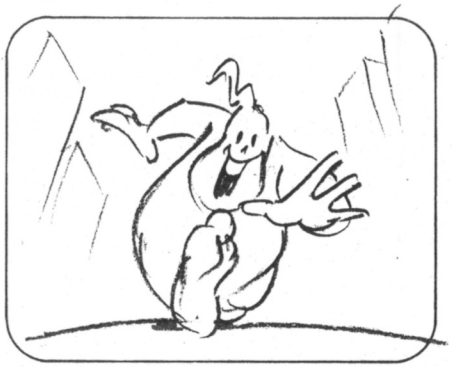
DIC AUDIO VISUAL

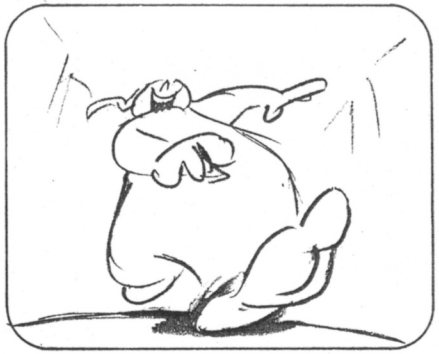
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				7

ANIMATED BG	SCENE A11	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING







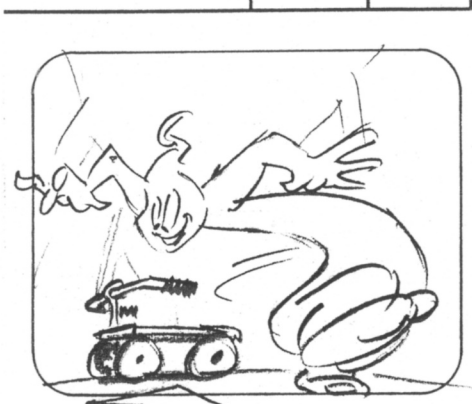


ACTION / GHOST DOES "COOL" STRUT TOWARD CAM. GROUND ANIMATES UNDER HIM.	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				8

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



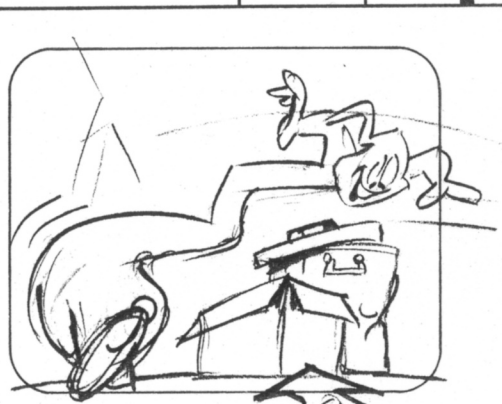
ACTION / (IN) GHOST DOES EXAGGERATED STRETCH TO AVOID SCOOTER.

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



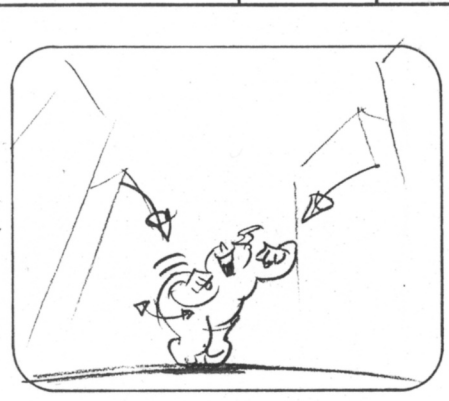
ACTION / HE DOES "FORM FIT" STRETCH TO AVOID TRASH.

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



ACTION / HE STOPS TO DO QUICK DANCE WIGGLE. HE GETS SMALLER AS CAM LEAVES HIM BEHIND.

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION / HE JUMPS UP TO FOREGROUND TO CATCH UP WITH CAM.

DIALOGUE /

SOUND FX /

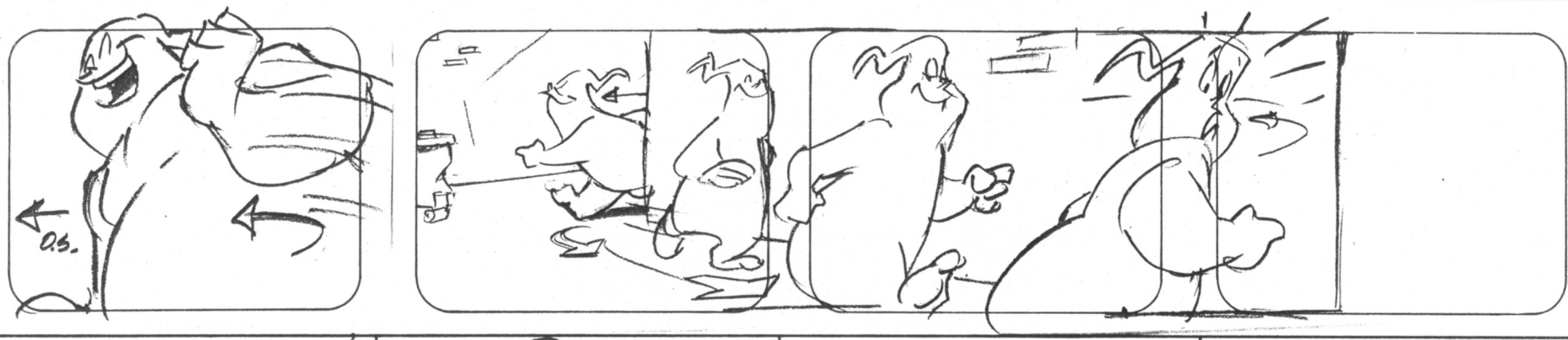
NOTES /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				9

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	A12			A13							

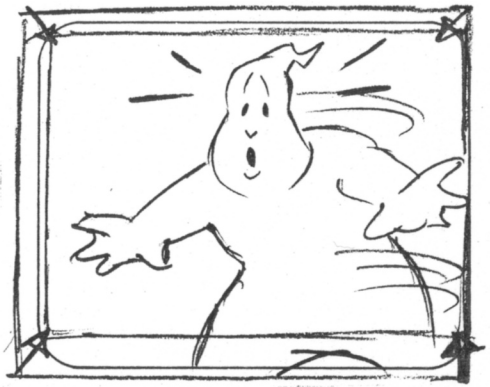


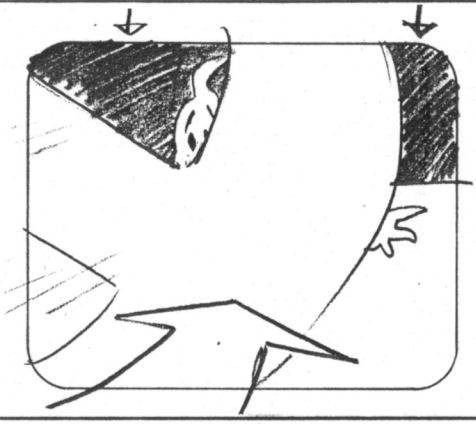
ACTION / HE STRUTS AROUND & O.S.	ACTION / PAN → HE EMERGES OUT OF ALLEY ONTO A NEW ST.	ACTION / GHOST SEES SOMETHING O.S. & REACTS	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

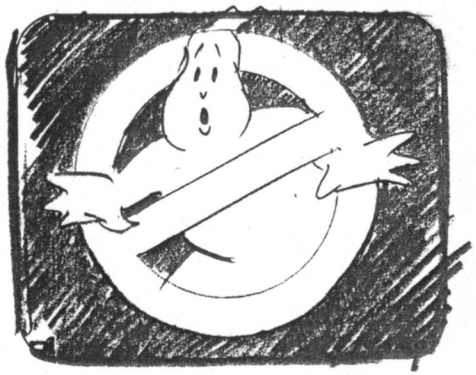
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				10

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING







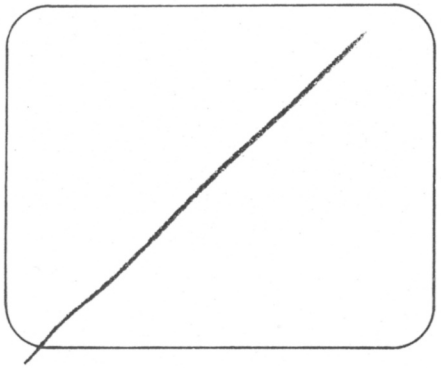
ACTION / HE QUICKLY, VIGOROUSLY SHAKES HEAD IN DISBELIEF.	ACTION / FAST TRUCK IN AS GHOST TURNS & REACTS.	ACTION / SOLID BLACK SUDDENLY DROPS DOWN BEHIND GHOST. AT THE SAME TIME THE RED "GHOSTBUSTERS" CIRCLE SMASHES IN FROM BEHIND CAM.	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

CUT

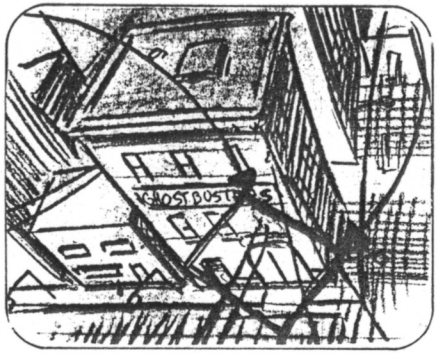
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE 6	TIMING		SCENE 7	TIMING



NO #1 - 5



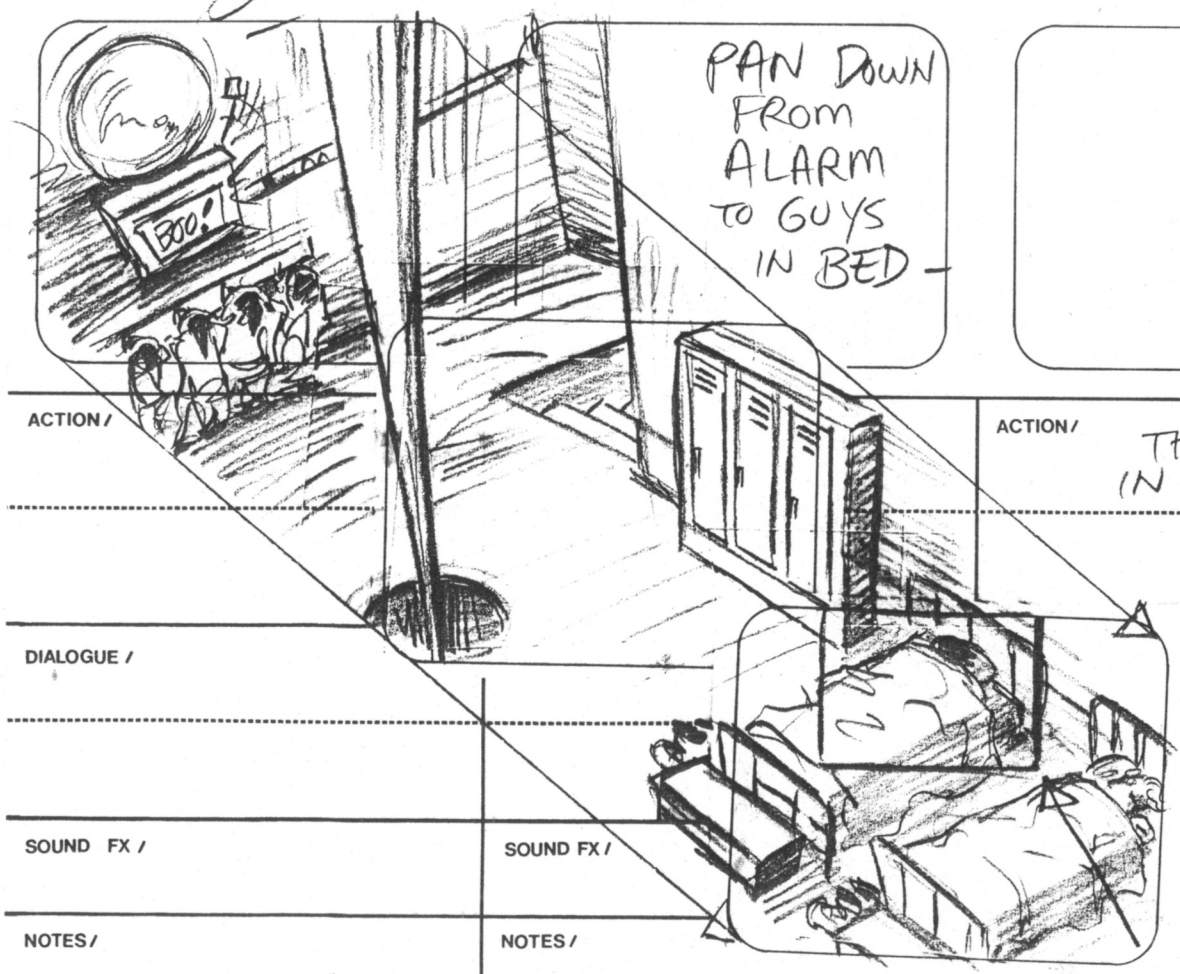
ACTION /	ACTION /	ACTION / GUY SCREAMS INTO PHONE	ACTION / FAST TRUCK IN ON GHOSTBUSTERS H.Q.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

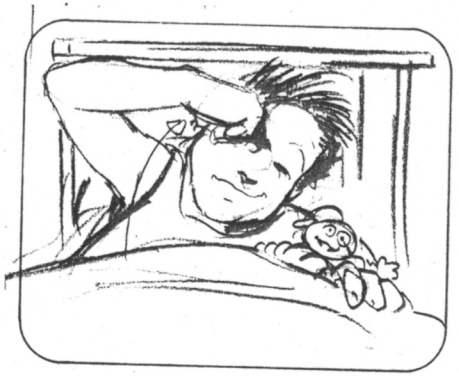
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO.

	SCENE 7A	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE 7B	TIMING



PAN DOWN FROM ALARM TO GUYS IN BED



ACTION /

ACTION / THEN TRUCK IN ON RAY

ACTION / SLEEPY RAY WAKES UP

DIALOGUE /

DIALOGUE /

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

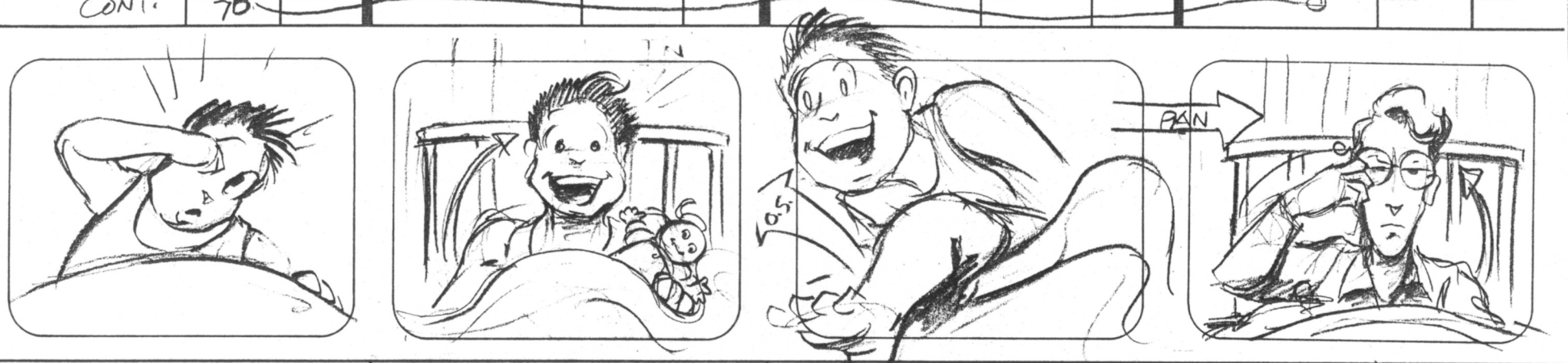
TIMING /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

CONT.	SCENE 78	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING



ACTION /	ACTION /	ACTION /	ACTION /
RAY SPOTS ALARM	AND BOLTS UP HAPPY!	RAY JUMPS OUT OF BED O.S.	PAN TO EGON AS HE SITS UP IN BED - PUTS ON GLASSES — CONT
		PAN	
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

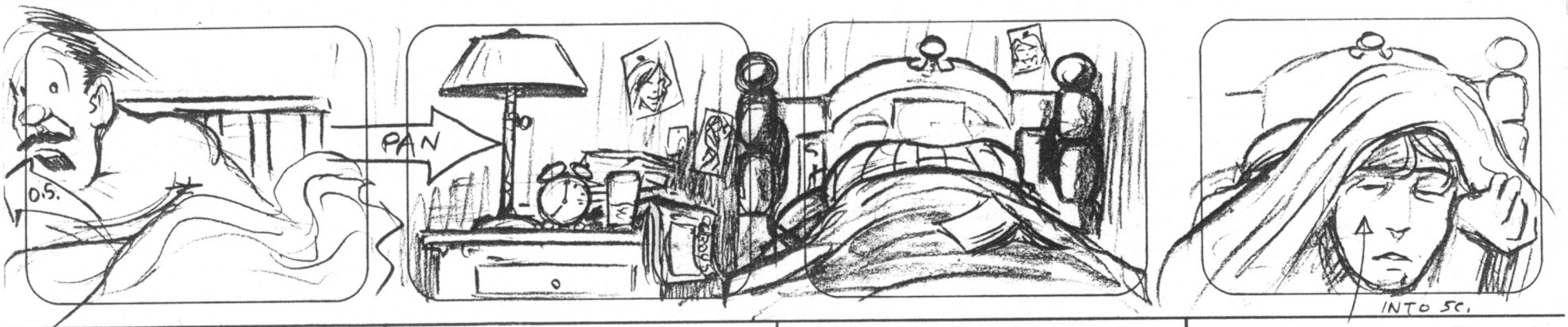
CONT.	SCENE 7B	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION / EGON CHECKS WATCH	ACTION / THEN JUMPS O.S. PAN	ACTION / PAN TO WINSTON AS HE SITS UP IN BED - YAWNS AND STRETCHES	ACTION / WINSTON SUDDENLY REALIZES ALARM IS GOING OFF
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

CONT.	SCENE 7B	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

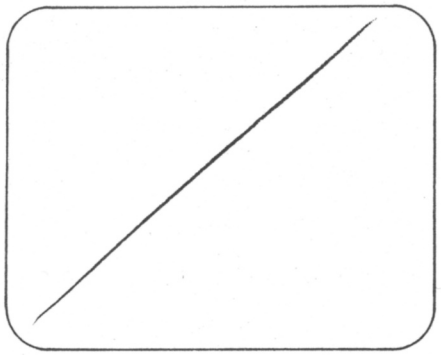


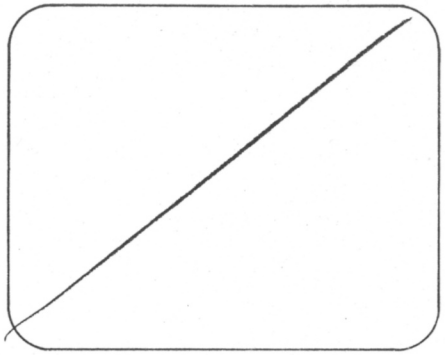
ACTION / WINSTON JUMPS OUT OF BED	ACTION / PAN TO VENKMANS BED	ACTION / COVERS STIR	ACTION / GROGGY VENKMAN RISES UP INTO SC. (AT FOOT OF BED)
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

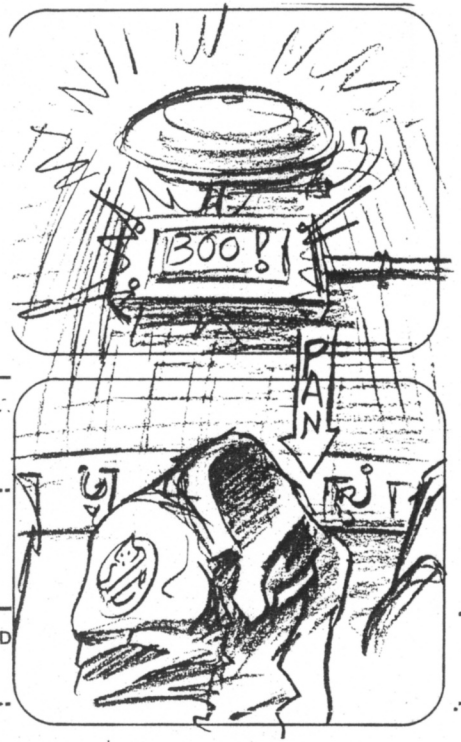
DIC AUDIO VISUAL

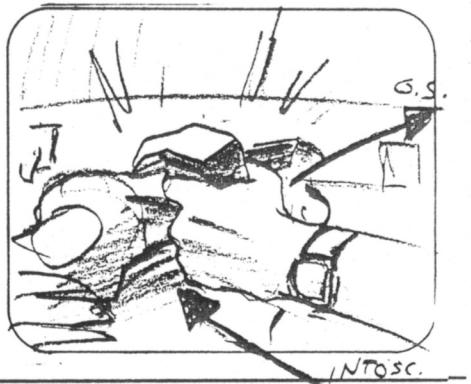
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE 8	TIMING		SCENE	TIMING









ACTION /

ACTION / #8 SERVES AS VENKMAN'S P.O.V.

ACTION / PAN DOWN FROM FLASHING ALARM TO JUMPSUIT - HAND REACHES IN AND YANKS SUIT O.S.

DIALOGUE /

DIALOGUE /

D

DIALOGUE /

SOUND FX /

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

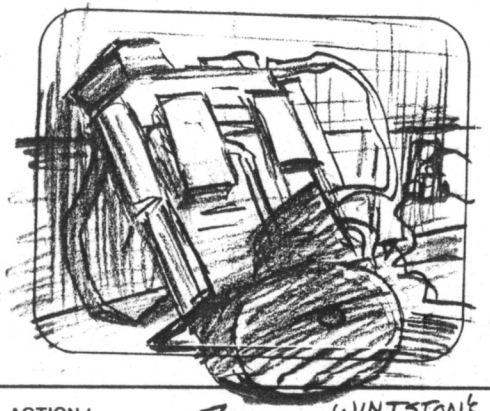
TIMING /

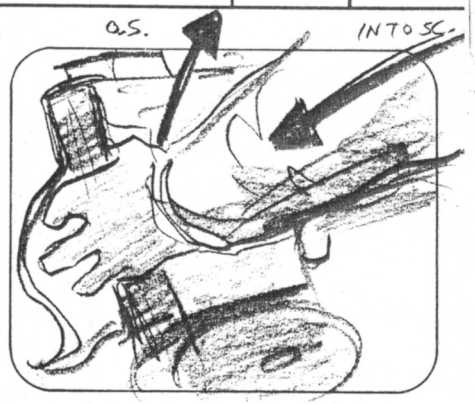
DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 16

	SCENE 9	TIMING		SCENE 10	TIMING		SCENE 11	TIMING		SCENE	TIMING



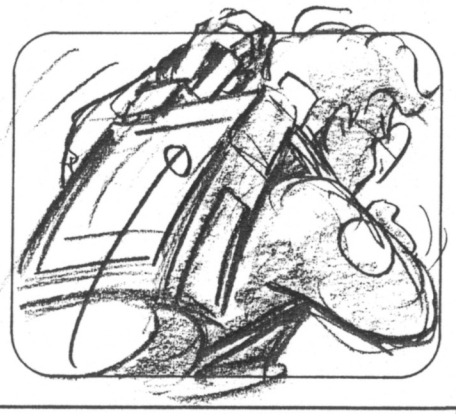


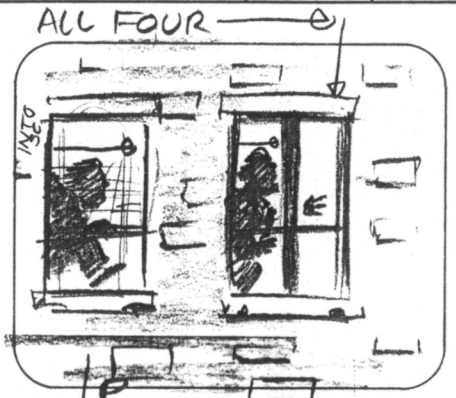
ACTION / QUICK SHOTS VENKMAN ZIPS UP JUMPSUIT —	ACTION / RAY PUTS ON RUBBER GLOVES	ACTION / RACES INTO SC.	ACTION / WINSTON YANKS GHOST BUSTING DEVICE O.S.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX / ZZZIP!	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

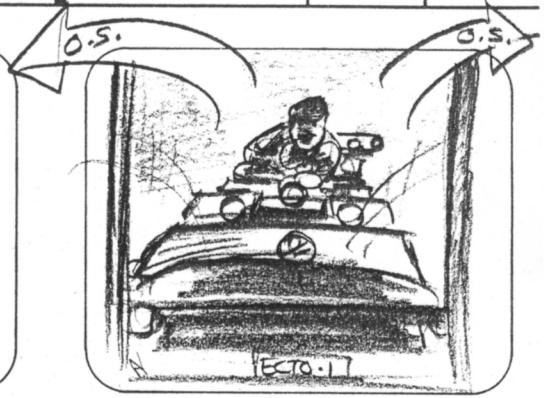
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				17

SCENE 12	TIMING		SCENE 13	TIMING		SCENE	TIMING		SCENE 13	TIMING

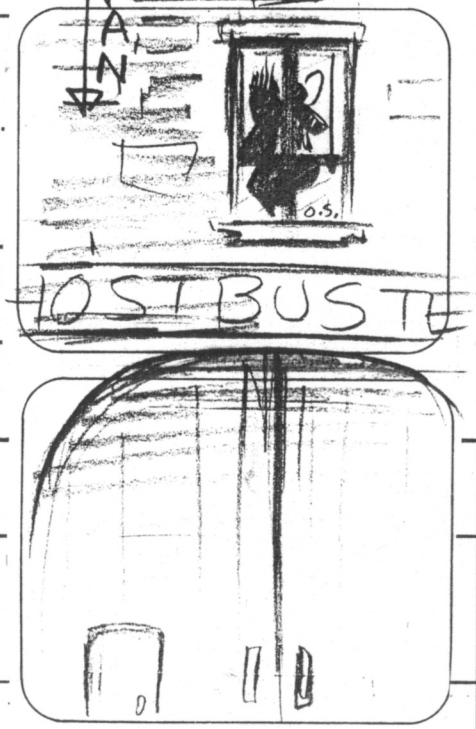




PAN DOWN FAST AS GHOSTBUSTERS RUN INTO SC., GRAB POLE, AND SLIDE DOWN —



ACTION / EGON PULLS ON G.B. MACHINE



ACTION / PAN DOWN TO GARAGE DOOR

ACTION / DOORS FLY OPEN REVEALING ECTO-1

DIALOGUE /

DIALOGUE /

DIALOGUE /

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

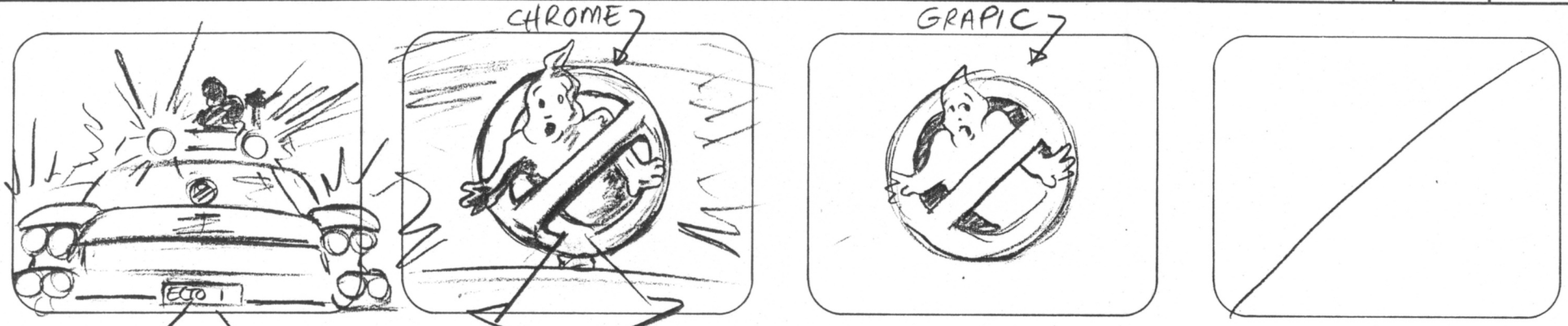
TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 18

CONT.	SCENE 13	TIMING		SCENE	TIMING		SCENE 14	TIMING		SCENE	TIMING

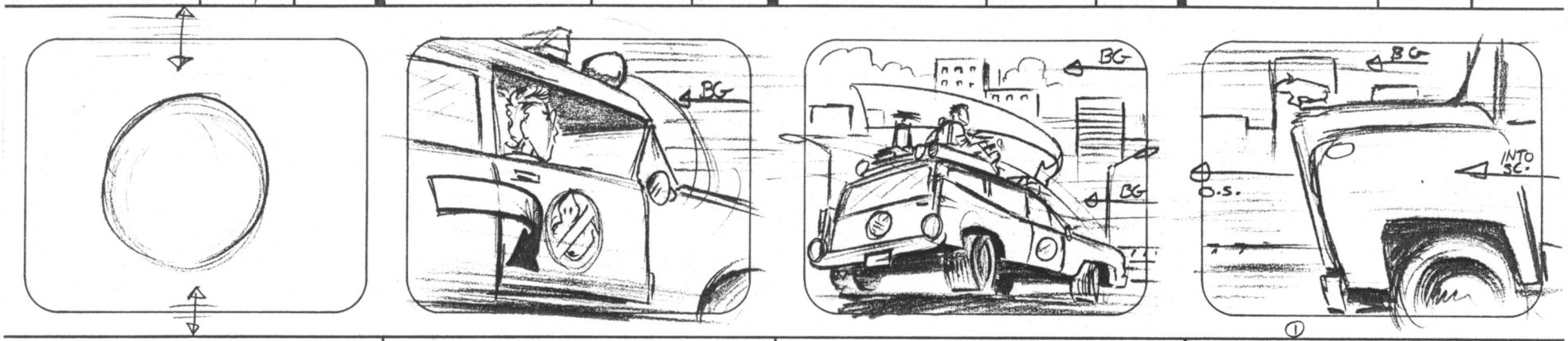


ACTION /	ACTION / CAR LIGHTS UP AND RUSHES AT CAM. (LOGO ORNAMENT RUSHES UP TO CAM. CENTER-	ACTION / BG SNAPS WHITE! LOGO GOES GRAPHIC! (FAST DISSOLVE)	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				19

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
4							

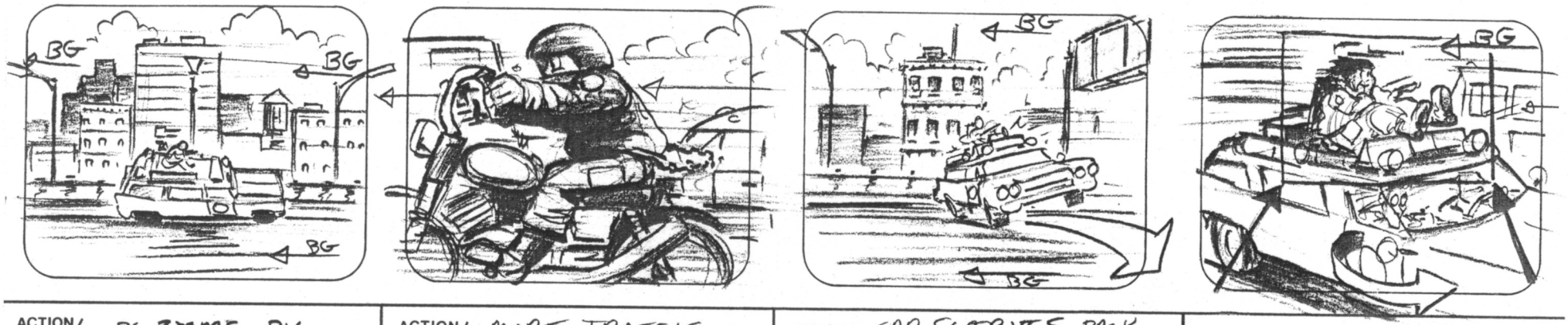


ACTION / GHOST LOGO BOUNCES A COUPLE OF TIMES	ACTION / THEN SWERVES AWAY REVEALING GHOST-MOBILE	ACTION / BG ZOOMS PAST AS CAR SWERVES AWAY —	ACTION / THEN TRUCK ZOOMS THRU SCENE
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				20

SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
74							

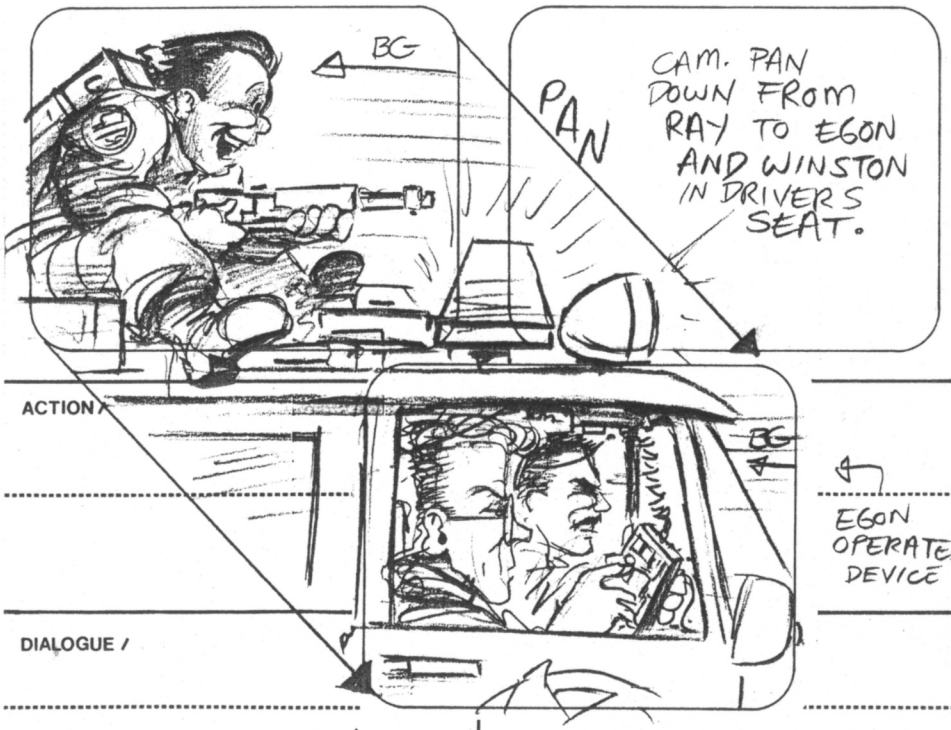


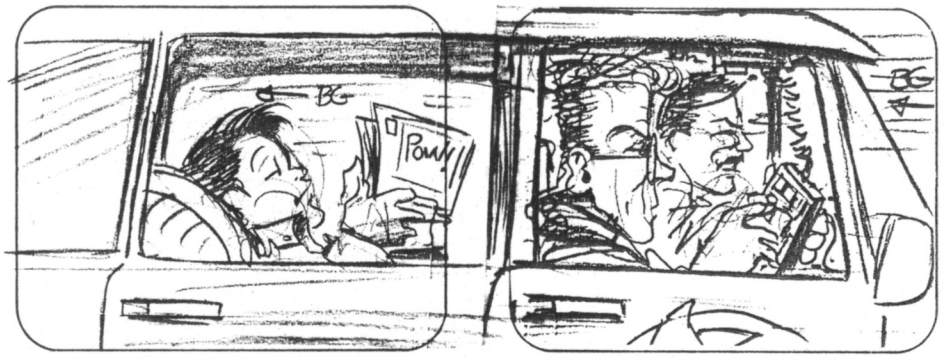
ACTION / BG ZOOMS BY - (MULTI PLANE)	ACTION / MORE TRAFFIC ZOOMS THRU SC.	ACTION / CAR SWERVES BACK AT CAM. (SUGGEST REPEAT	ACTION / TRUCK IN ON RAY ON ROOF AS CAR SWERVES AT CAM. BUS ZOOMS THRU IN BG.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				21

CONT.	SCENE 14	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



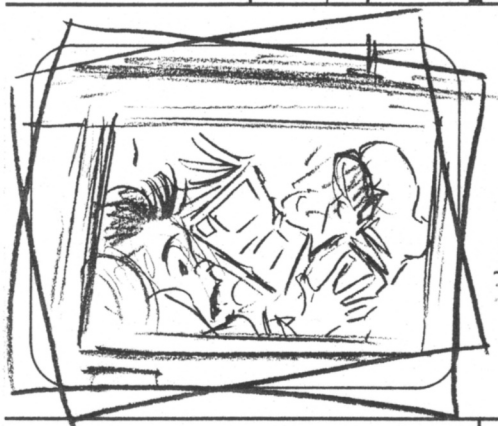


ACTION /		ACTION / PAN BACK TO VENK MAN IN BACK SEAT	ACTION / CONT. PAN
	EGON OPERATES DEVICE		
DIALOGUE /		DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				22

CONT.	SCENE 14	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING



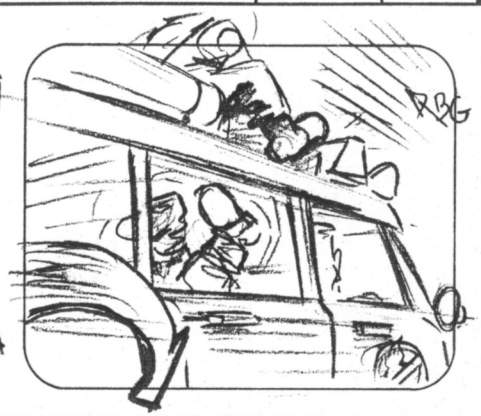
ACTION / CAM. SHAKE AS CAR HITS BUMP AND UPSETS VENKMAN

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



ACTION / CAR SWERVES AWAY FROM CAM.

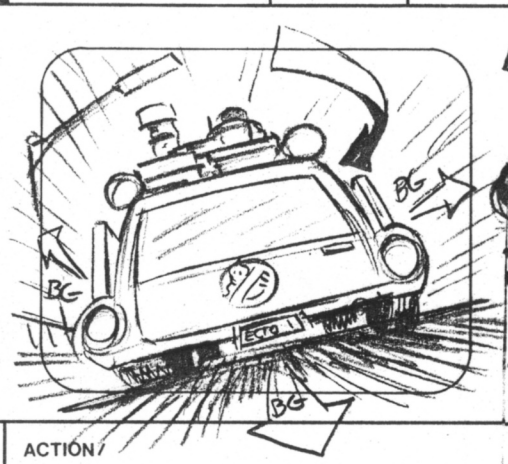
ANIMATE BG AROUND

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



ACTION /

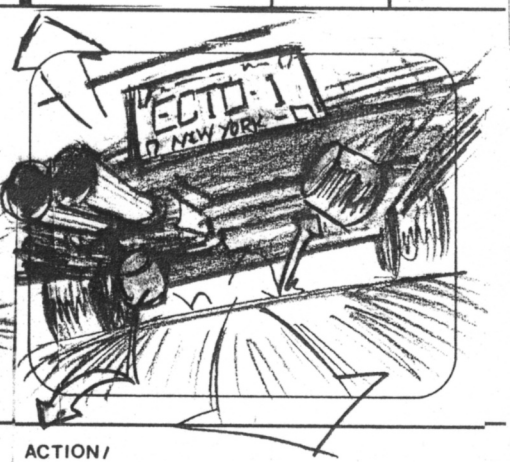
SO THAT CAM. CHASES GHOST MOBILE

DIALOGUE /

SOUND FX /

NOTES /

TIMING /



ACTION / CAM. ZOOMS UNDER CAR — (MARSHMALLOWS BOUNCE PAST)—

DIALOGUE /

SOUND FX /

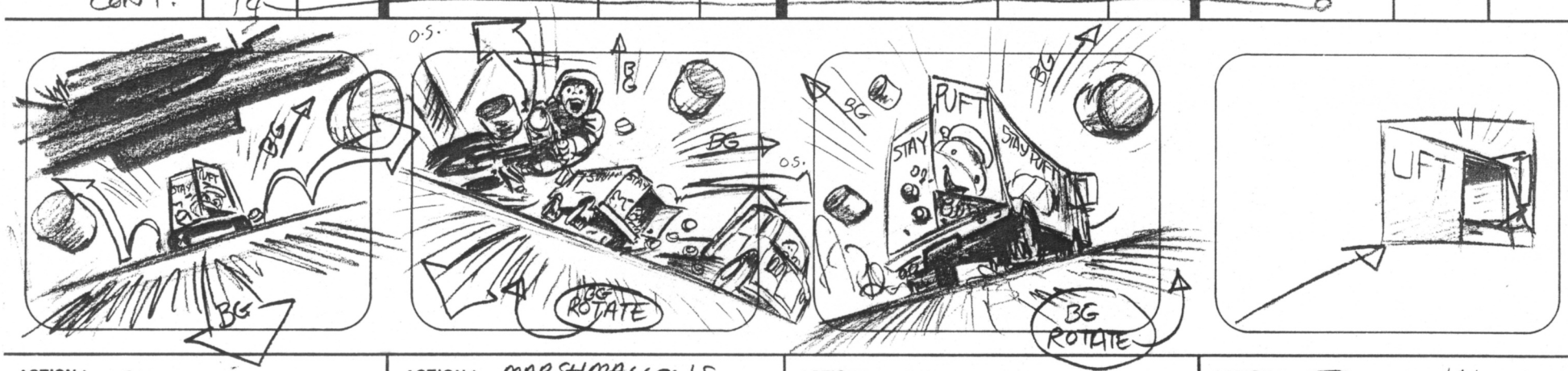
NOTES /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				23

CONT.	SCENE 14	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

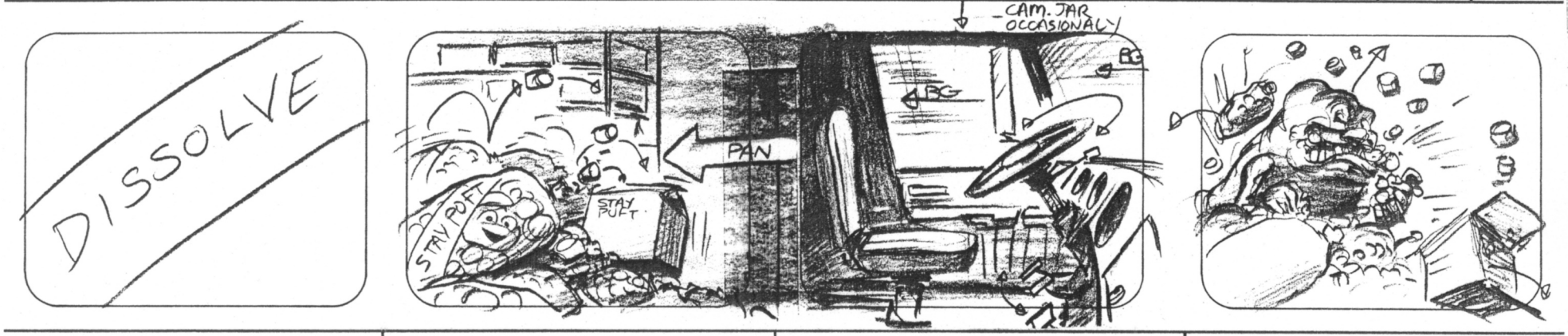


ACTION /	ACTION /	ACTION /	ACTION /
CAM. CONTINUES UNDER CAR	MARSHMALLOWS BOUNCE OUT OF WILDLY SWERVING VAN —	CAM. GAINS ON VAN	TRUCK IN ON WINDOW
ROTATE HORIZON	BIKER AND TRUCKS SWERVE OUT OF WAY PAST CAM.		
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				24

	SCENE	TIMING		SCENE	TIMING		SCENE 15	TIMING	CONT.	SCENE	TIMING

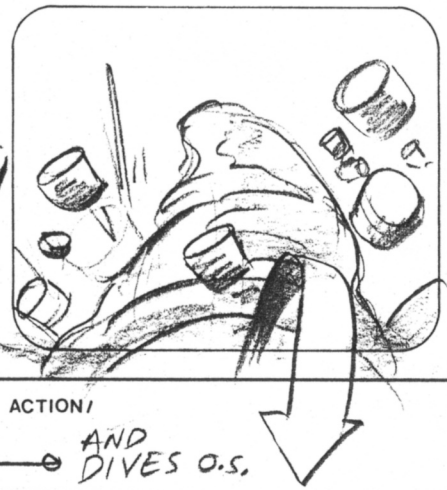


ACTION /	ACTION / PAN TO QUIVERING BUNCH OF MARSHMALLOWS ← PAN	ACTION / STEERING WHEEL STEERS ITSELF -PEDALS OPERATE-	ACTION / GREEN GUY POPS UP OUT OF MARSHMALLOWS
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				25

CONT.	SCENE 15	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

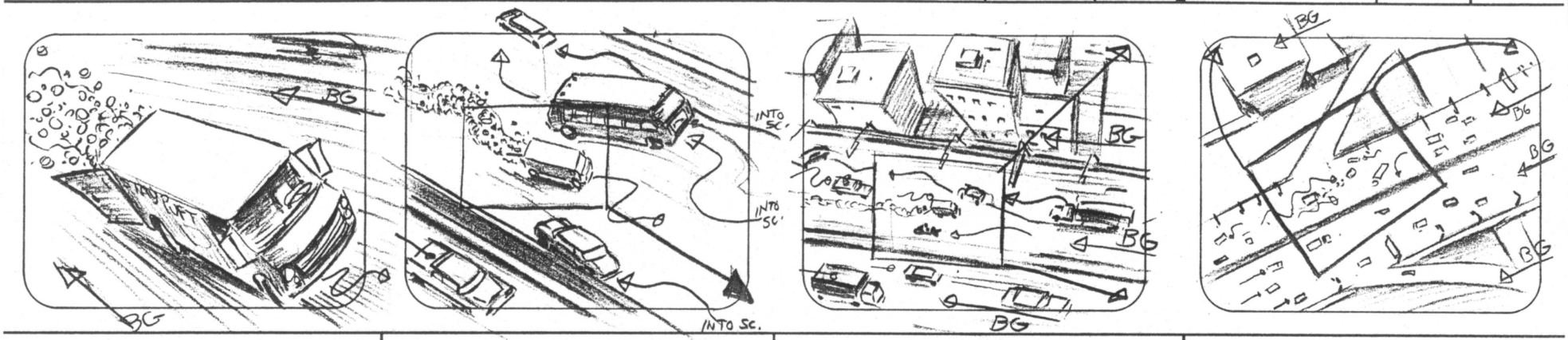


ACTION / GREEN GUY DIVES ON MARSHMALLOWS SCOOPING UP MARSHMALLOWS	ACTION / AND EATS THEM EAGERLY	ACTION / GREEN GUY THEN LUNGES AT CAM.	ACTION / AND DIVES O.S.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				20

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	16										

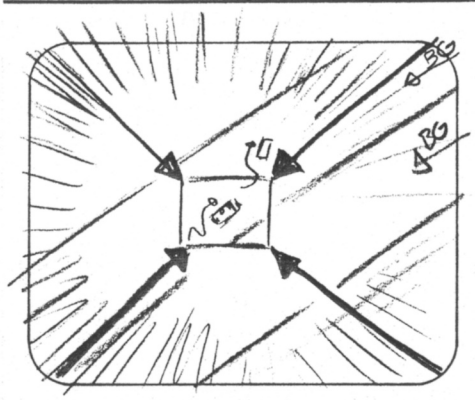


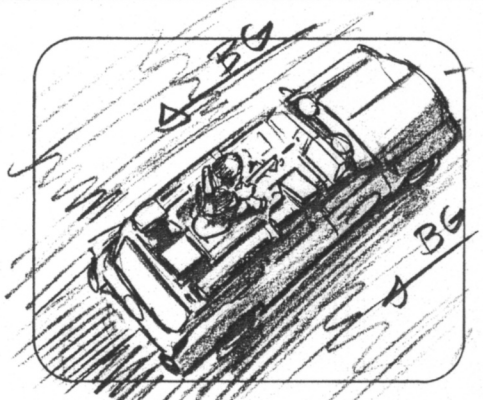
ACTION /	ACTION /	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				27

CONT.	SCENE 16	TIMING		SCENE	TIMING		SCENE 17	TIMING		SCENE	TIMING





ACTION / ZOOM IN ON ECTO-1	ACTION /	ACTION / VENKMAN STRUGGLES IN BACK SEAT THEN PAN UP TO RAY TAKING AIM	
DIALOGUE /	DIALOGUE /	DIALOGUE /	
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				18

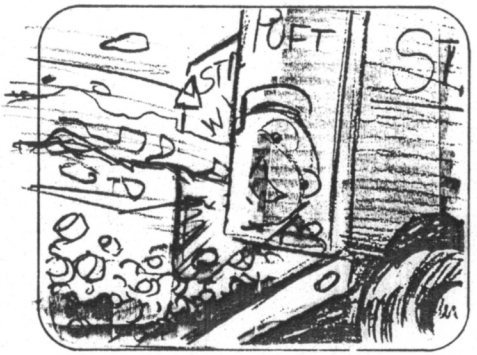
SCENE	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE	TIMING
18				19			

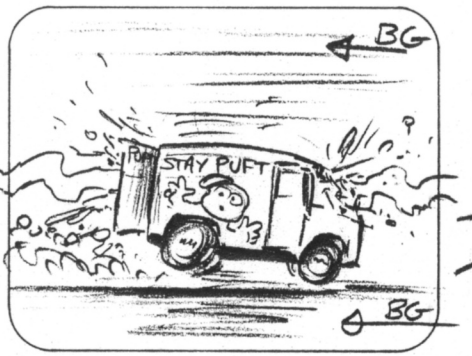
ACTION /	ACTION /	ACTION /	ACTION /
BG SPEEDS BY AS GREEN GUY POKES OUT BACK OF VAN	THEN REACTS AS HE SEES RAY		RAY SHOOTS BEAM FALLS O.S.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

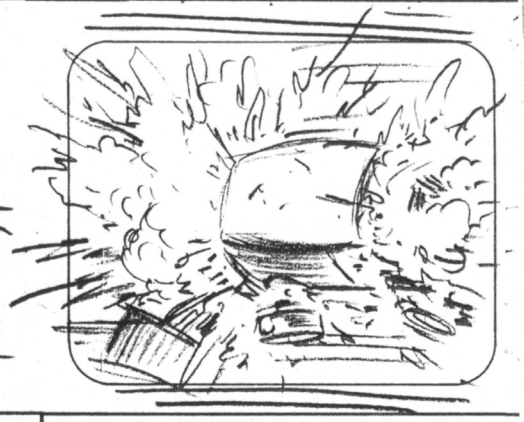
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				29

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	20						21				





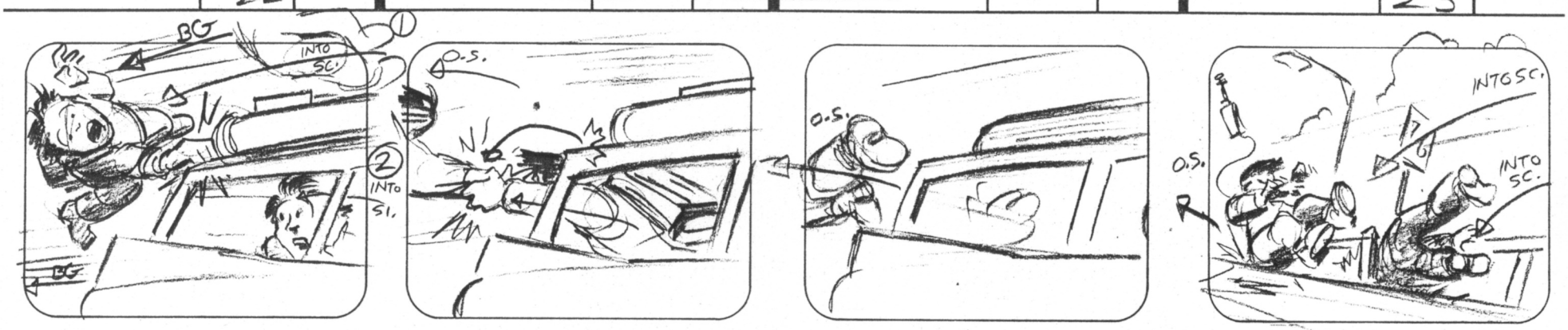


ACTION / GREEN GUY ZIPS OUT OF TRUCK O.S.	ACTION / AS BEAM SHOOTS INTO VAN	ACTION / BEAM SHOOTS THRU SPEEDING VAN	ACTION / CAM JAR AS VAN EXPLODES INTO WHITE GOO!
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				30

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	22									23	



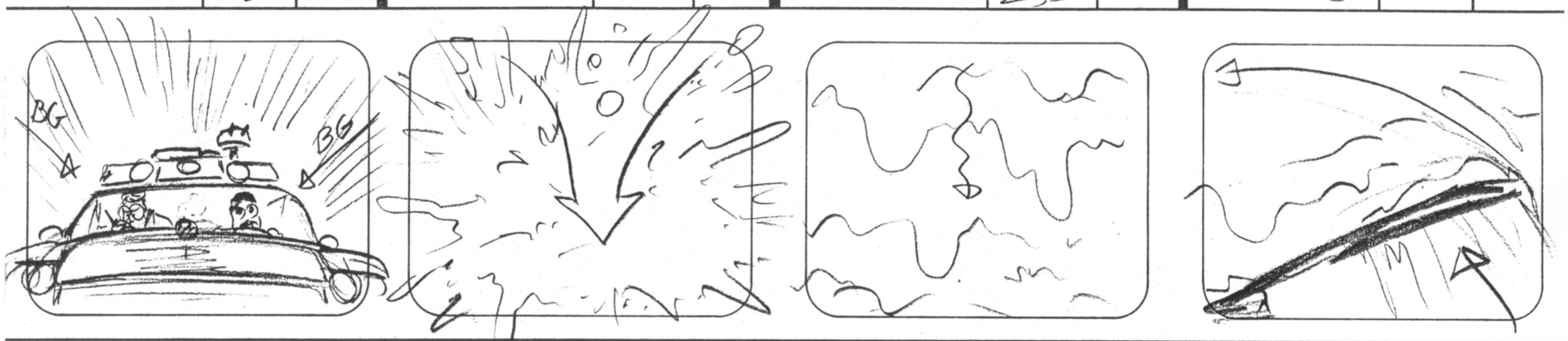
ACTION/ BG ZOOMS BY AS RAY FALLS OFF CAR - GRABS HOLD AS VENKMAN SPOTS HIM	ACTION/ RAY LOSES GRIP AS VENKMAN REACHES OUT AND GRABS HIM . . .	ACTION/ . . . AND IS YANKED O.S. WITH HIM	ACTION/ RAY - THEN VENKMAN LAND ON ROAD
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES/ TIMED FAST!	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 31

SCENE 24	TIMING	SCENE	TIMING	SCENE 25	TIMING	SCENE	TIMING

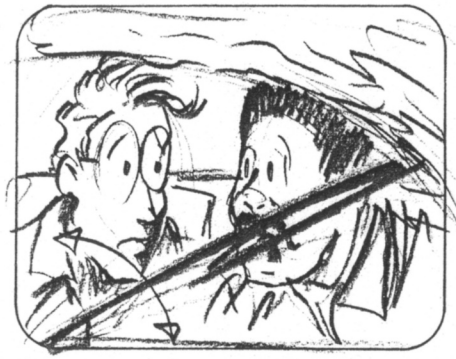


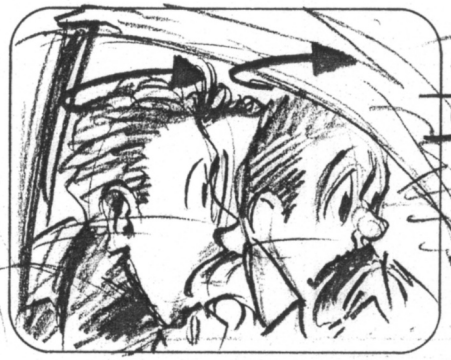
ACTION /	ACTION / MARSHMALLOW HITS CAR AND OBSCURES SCREEN	ACTION / WHITE GOO OOZES DOWN	ACTION / WINSHEILD WIPER WIPES GOO AWAY
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX / SPLAT!	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

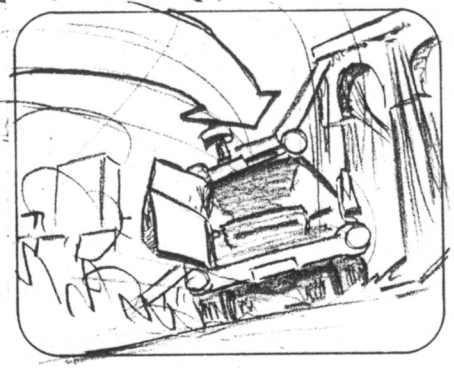
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				32

CONT.	SCENE 25	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE 26	TIMING

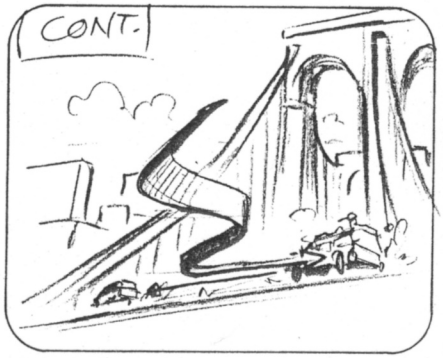




INTO SC.



ACTION/ WIPER REVEALS WINSTON AND EGON SITTING NEXT TO EACH OTHER (LOOK CONFUSED)	ACTION/ EGON AND WINSTON TURN AND REACT —	ACTION/ PAN TO GREENIE DRIVING CAR CRAZILY	ACTION/ CAR RUSHES PAST CAM. AND SWERVES TOWARDS BRIDGE
DIALOGUE /	DIALOGUE /	DIALOGUE /	CONT.
SOUND FX /	SOUND FX /	SOUND FX /	
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

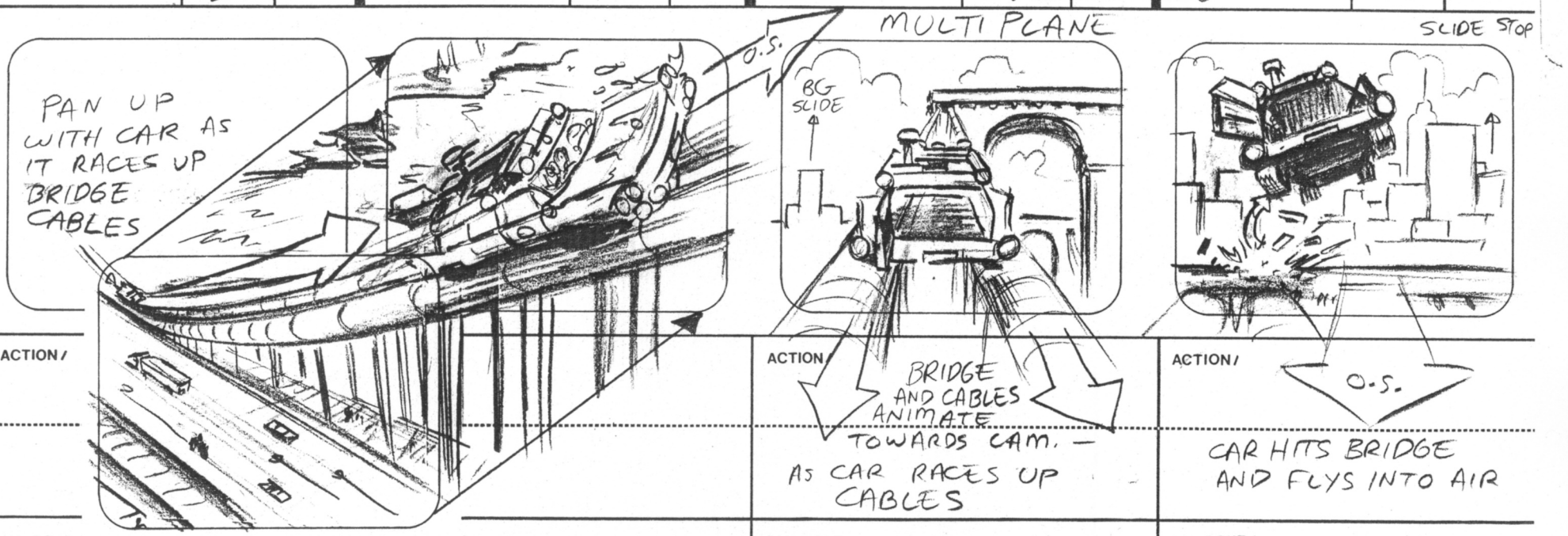


DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 33

	SCENE 27	TIMING		SCENE	TIMING		SCENE 28	TIMING		SCENE	TIMING



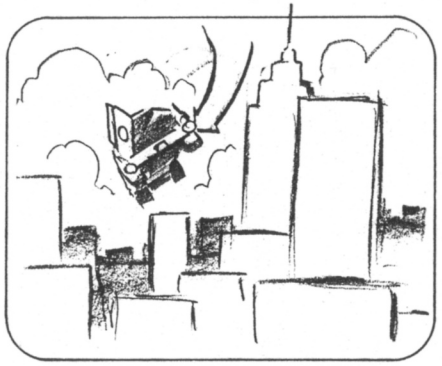
ACTION /		ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 34

CONT.	SCENE 28	TIMING		SCENE 29	TIMING		SCENE	TIMING		SCENE	TIMING



ACTION/ CAR FLYS TOWARDS CITY AWAY FROM CAM.

DIALOGUE /

SOUND FX /

NOTES /

TIMING /

ACTION/ GIRL ON PHONE SHIVERS WITH FRIGHT

DIALOGUE/ WHO YA GONNA CALL?

SOUND FX /

NOTES /

TIMING /

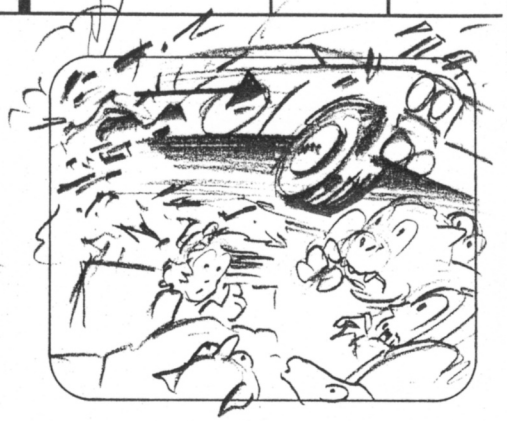
ACTION/ TRUCK OUT TO INCLUDE GHOSTS THREATENING GIRL IN BED AS SHE YELLS

DIALOGUE/ GHOSTBUSTERS!

SOUND FX /

NOTES /

TIMING /



ACTION/ ECTO 1 FLYS IN THRU WINDOW —

DIALOGUE /

SOUND FX/ CRASH!

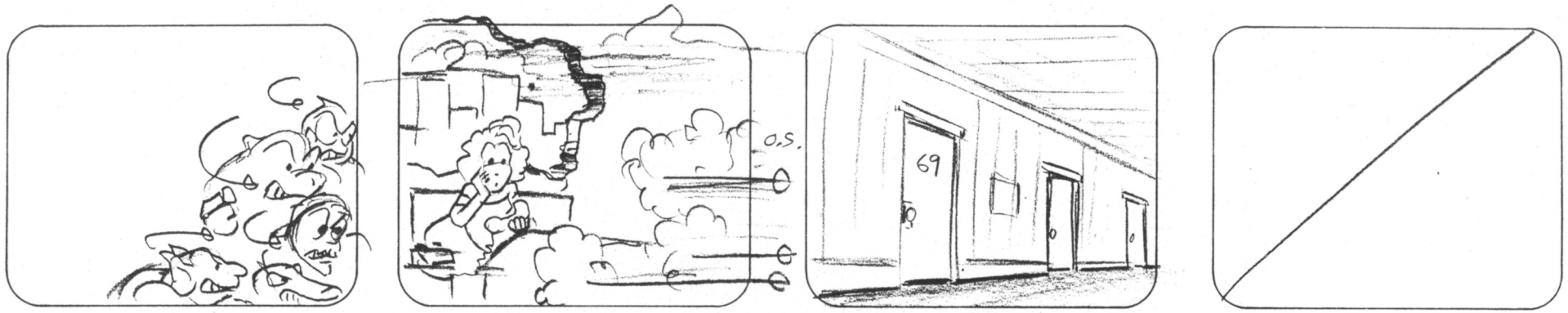
NOTES /

TIMING/

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				35

CONT.	SCENE 29	TIMING		SCENE	TIMING		SCENE 30	TIMING		SCENE	TIMING

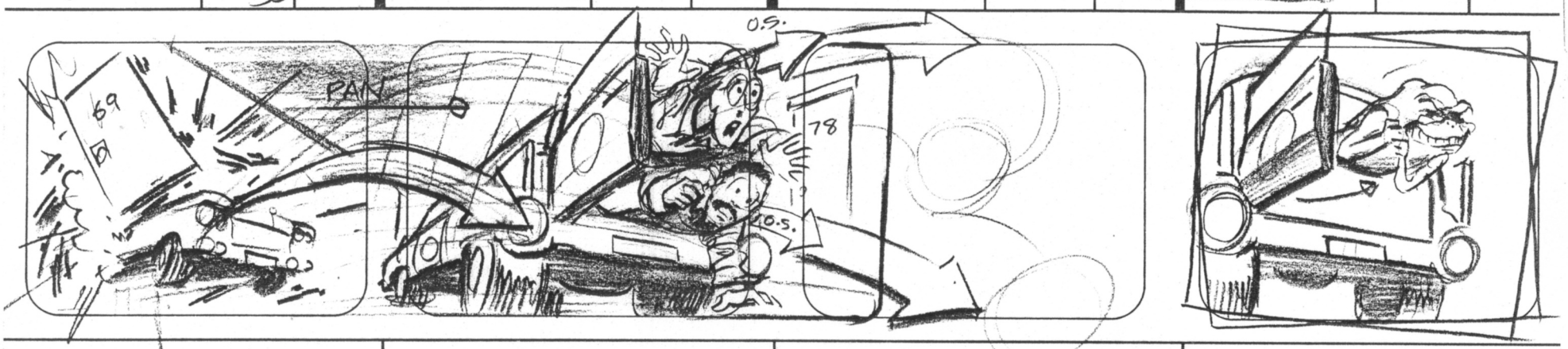


ACTION / GHOSTS ALL TURN TOWARDS ECTO-1 ANGRY	ACTION / AND ZIP O.S. AFTER IT —	ACTION /	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				36

CONT.	SCENE 30	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

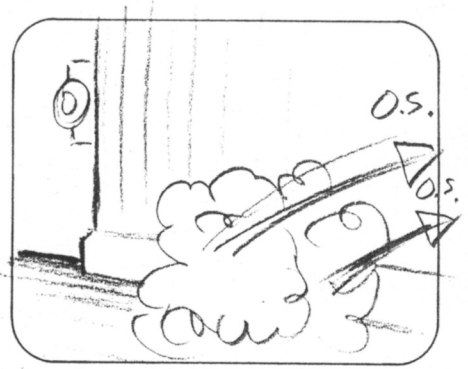


ACTION /	ACTION /	ACTION /	ACTION /
CAR BASHES THRU DOOR AND SLIDES TO A STOP THROWING EGON AND WINSTON O.S.			CAM. SHAKE AS EGON AND WINSTON LAND O.S. — GREENIE POKES OUT OF ECTO-1 (SNICKERING)
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX / THUD!
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				37

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	31						32			33	

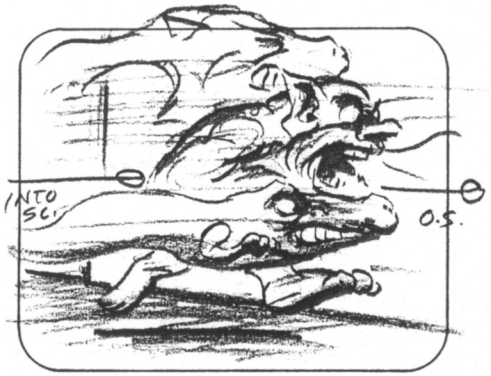


ACTION / EGON AND WINSTON GROGGY FROM FALL	ACTION / BOTH REACT AS SHADOW CREEPS OVER THEM	ACTION / GUYS' P.O.V.	ACTION / GUYS ZIP O.S.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

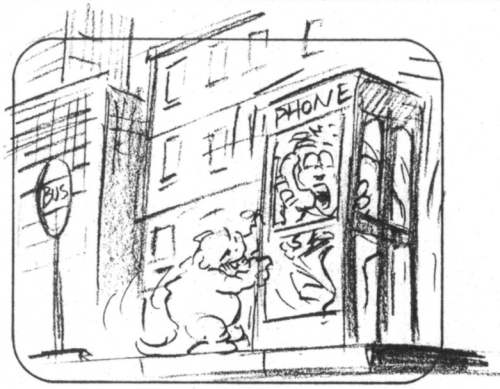
DIC AUDIO VISUAL

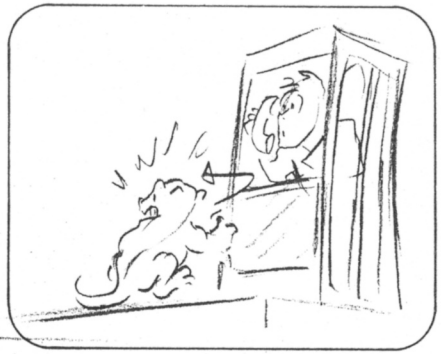
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				38

CONT.	SCENE 33	TIMING		SCENE	TIMING		SCENE 34	TIMING		SCENE	TIMING



WIPE



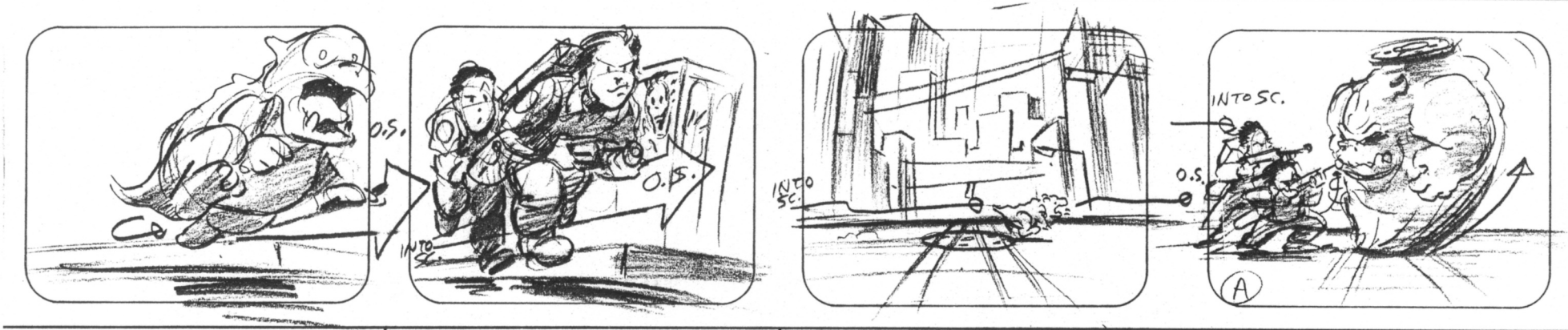


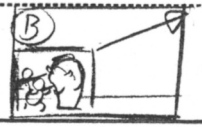
ACTION / GHOSTS RUSH AFTER THEM THRU SC.	ACTION /	ACTION / LITTLE DEMON SHAKES PHONE BOOTH	ACTION / DEMON LOOKS AND REACTS —
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				29

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	34						35				



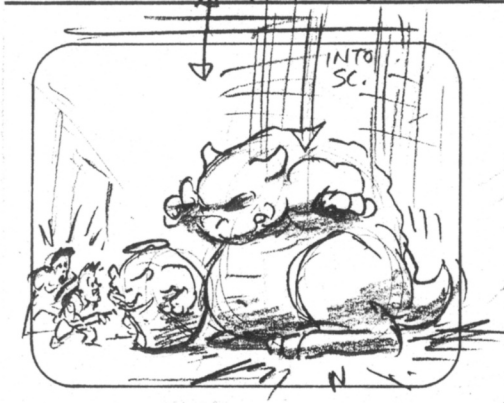
ACTION/ DEMON - RUNS O.S. &	ACTION/ FOLLOWED BY RAY AND VENKMAN -	ACTION/ DEMON RUNS OVER MANHOLE	ACTION/ BIG DEMON POPS OUT OF MANHOLE AS GUYS RUN INTO SC.
			THEN TRUCK OUT  FAST
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

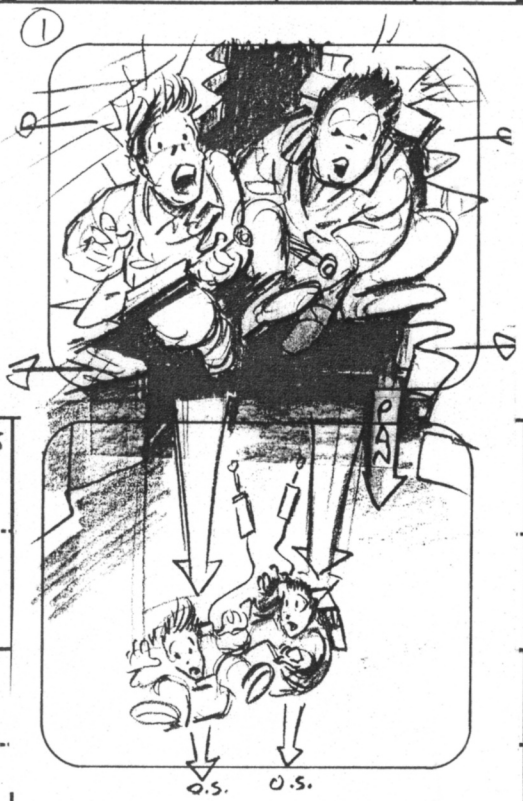
DIC AUDIO VISUAL

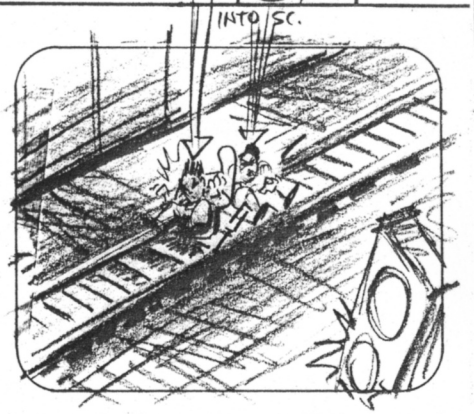
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 40

CONT.	SCENE 35	TIMING		SCENE 36	TIMING		SCENE	TIMING		SCENE 37	TIMING







ACTION / CAM. JAR AS BIGGER DEMON LANDS

ACTION / CAM. JAR CONT. CRACK SNAKES INTO SC.

THEN PAN DOWN AS GROUND OPENS AND GUYS FALL O.S.

ACTION / GUYS DROP INTO SC. ONTO SUBWAY TRACKS

DIALOGUE /

DIALOGUE /

DIALOGUE /

SOUND FX / THOOM!

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

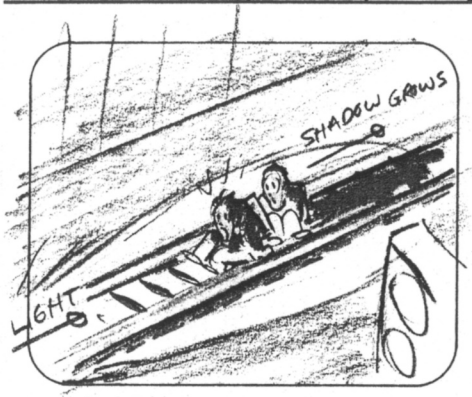
TIMING /

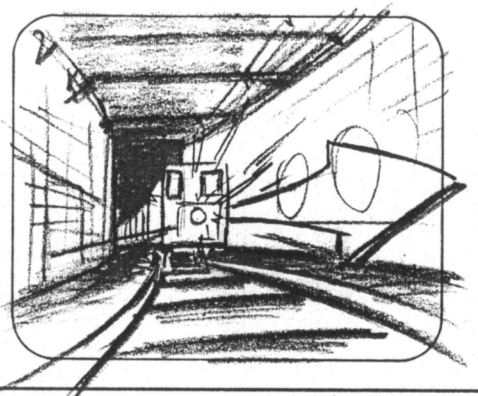
DIC AUDIO VISUAL

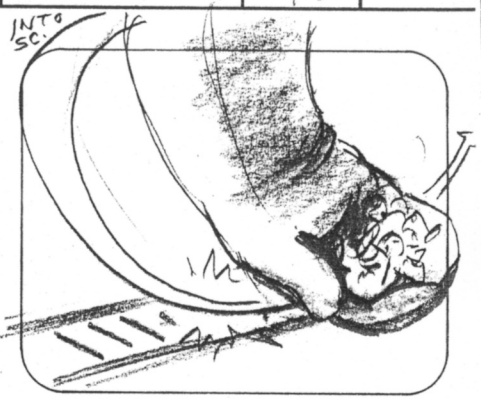
MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 41

CONT.	SCENE 37	TIMING		SCENE 38	TIMING		SCENE 39	TIMING		SCENE 40	TIMING

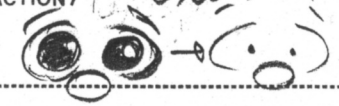






ACTION / TRAIN LIGHT HITS GUYS —

ACTION / EYES DILATE



ACTION / GUYS P.O.V. OF FAST APPROACHING TRAIN

ACTION / WHITE HAND SNATCHES GUYS OFF OF TRACK

DIALOGUE /

DIALOGUE /

DIALOGUE /

DIALOGUE /

SOUND FX / APPROACHING SUBWAY TRAIN

SOUND FX /

SOUND FX /

SOUND FX /

NOTES /

NOTES /

NOTES /

NOTES /

TIMING /

TIMING /

TIMING /

TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				42

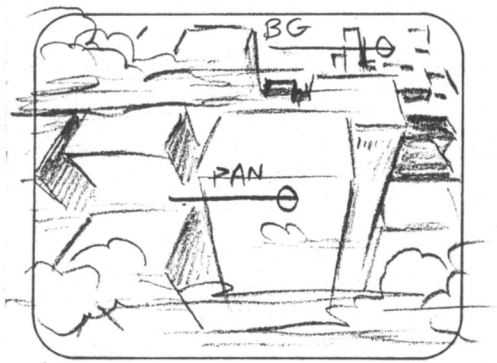
CONT.	SCENE 40	TIMING		SCENE 41	TIMING		SCENE	TIMING		SCENE	TIMING

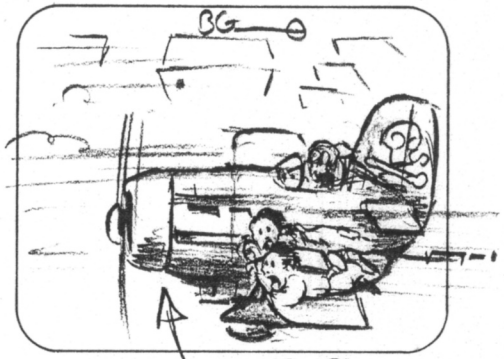
ACTION /	ACTION /	ACTION /	ACTION /
SUBWAY TRAIN ROARS THRU SC.	MR. STAY PUFT BRINGS GUYS INTO SC.	PLANE ZOOMS THRU SC. TAKING GUYS	
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

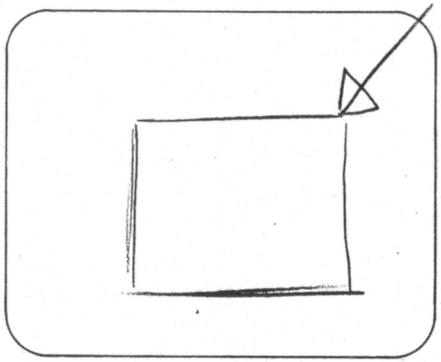
DIC AUDIO VISUAL

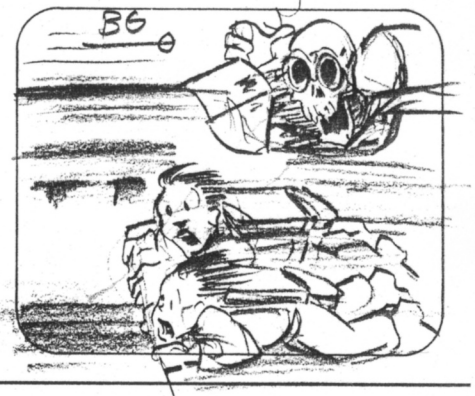
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				43

MULTI PLANE	SCENE 42	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING







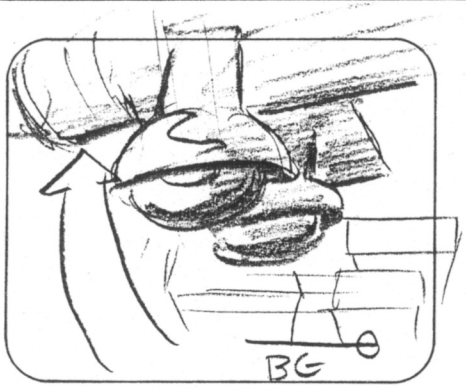


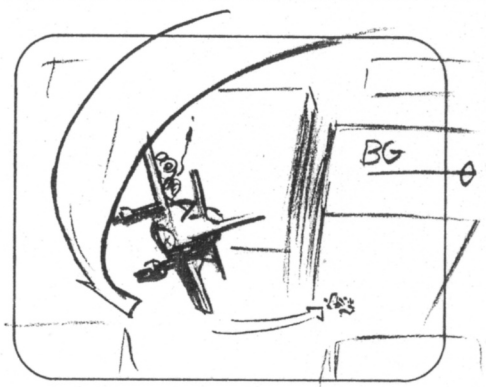
ACTION /	ACTION / PLANE CLIMBS INTO SC.	ACTION / TRUCK IN	ACTION / SKULL CACKLES MADLY
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

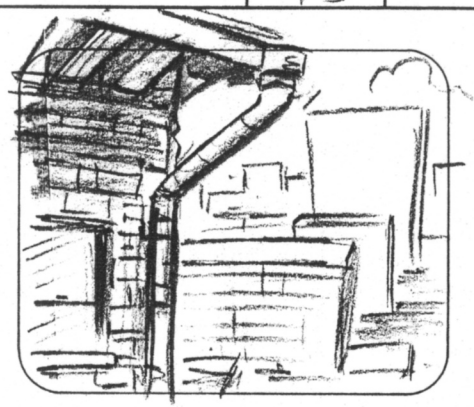
DIC AUDIO VISUAL

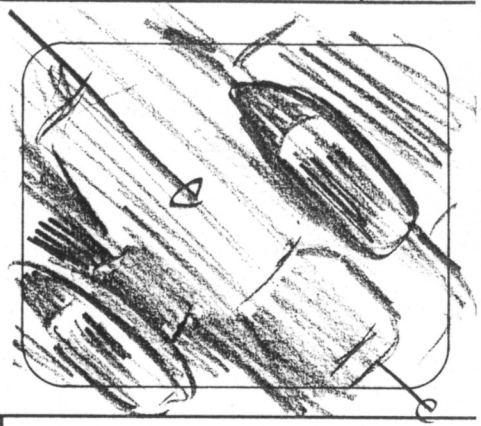
MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				44

CONT.	SCENE 42	TIMING		SCENE	TIMING		SCENE 43	TIMING		SCENE	TIMING









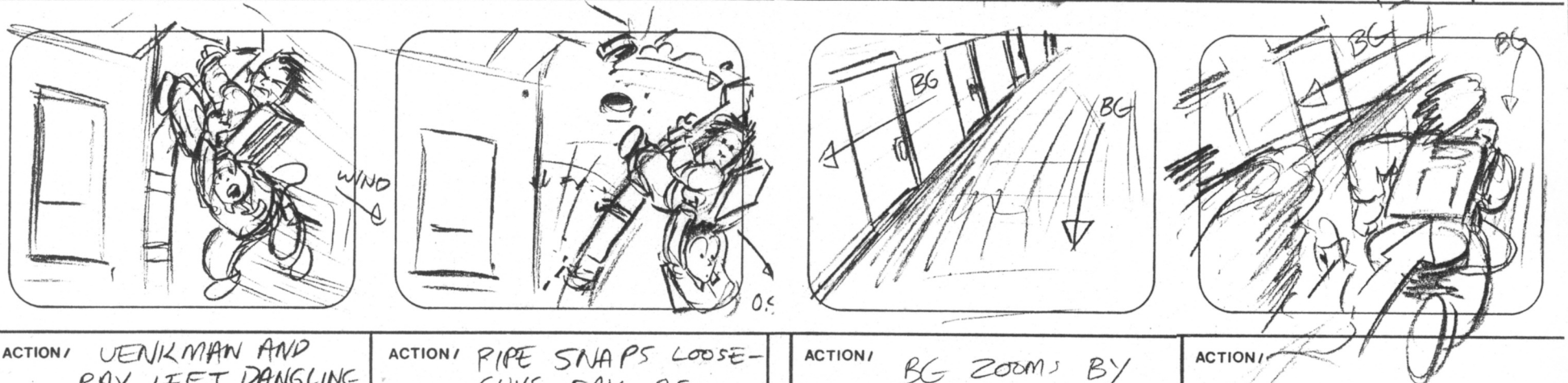
ACTION /	ACTION /	ACTION /	ACTION /
PLANE RISES UP AND	PEALS OFF		AIRPLANE ZOOMS THRU SC.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX / AIRPLANE DIVING	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 45

CONT.	SCENE 43	TIMING		SCENE	TIMING		SCENE 44	TIMING		SCENE	TIMING

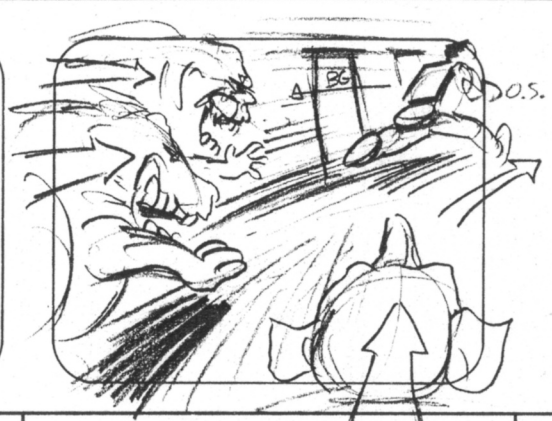


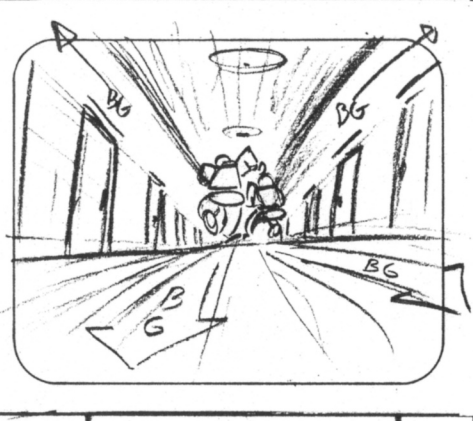
ACTION /	ACTION /	ACTION /	ACTION /
VENKMAN AND RAY LEFT DANGLING FROM PIPE.	PIPE SNAPS LOOSE— GUYS FALL O.S.	BG ZOOMS BY	EGON GAINS INTO SC. RUNNING
DIALOGUE /	**DIALOGUE /**	**DIALOGUE /**	**DIALOGUE /**
SOUND FX /	**SOUND FX /**	**SOUND FX /** FOOTSTEPS RUNNING	**SOUND FX /**
NOTES /	**NOTES /**	**NOTES /**	**NOTES /**
TIMING /	**TIMING /**	**TIMING /**	**TIMING /**

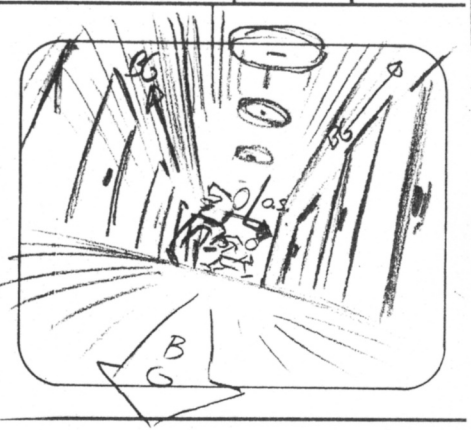
AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				46

CONT.	SCENE 44	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING







ACTION / WINSTON GAINS INTO SC	ACTION / GHOSTS GAIN INTO SC. AS GUYS GAIN O.S.	ACTION / DEMONS DROP OUT OF PICTURE AS CAM. (ANIMATE) TO THIS ANGLE	ACTION / GUYS RUN AROUND CORNER —
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				47

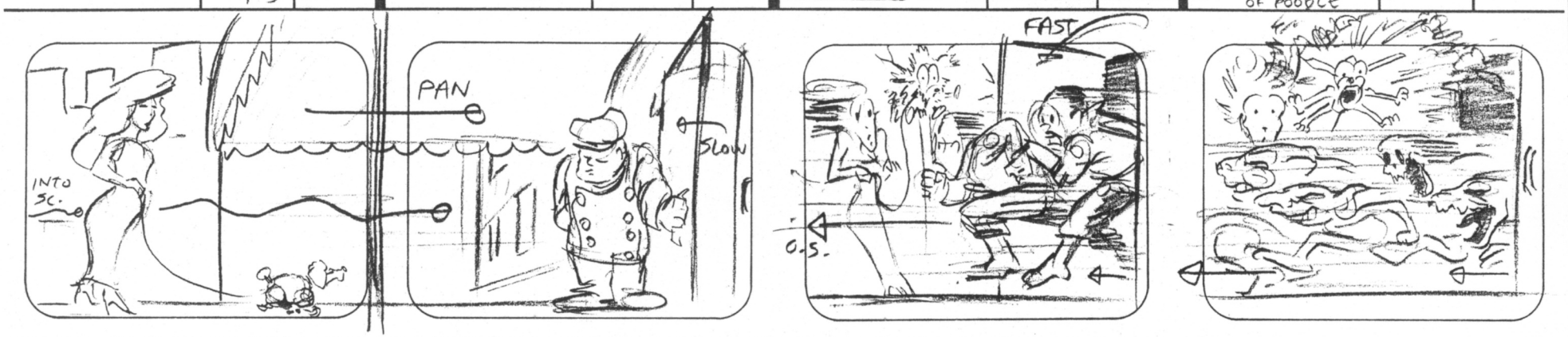
CONT.	SCENE 4/4	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING

ACTION /	ACTION /	ACTION /	ACTION /
CAM. ANIMATES UP TO CORNER AS GUYS RUN AROUND IT	GHOSTS FOLLOW GUYS AROUND CORNER		
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.
				48

	SCENE 45	TIMING		SCENE	TIMING		SCENE	TIMING	TUR FLYS OFF OF POODLE	SCENE	TIMING



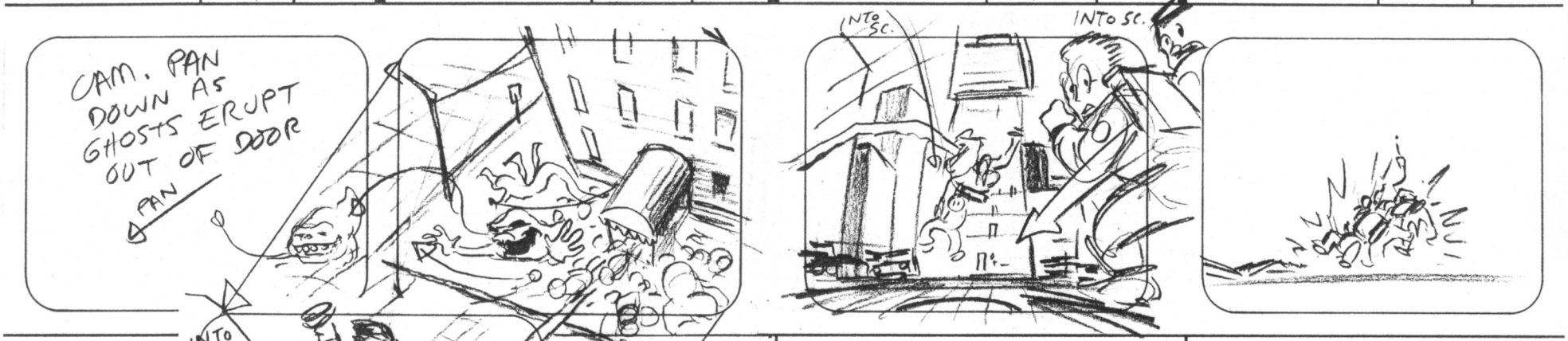
ACTION / PAN WITH LADY AND DOG UP TO DOOR	ACTION / DOOR MAN OPENS DOOR	ACTION / EGON AND WINSTON BURST OUT OF DOOR	ACTION / FOLLOWED BY GHOSTS
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO. 49

	SCENE 46	TIMING		SCENE	TIMING		SCENE 47	TIMING		SCENE	TIMING



ACTION/ VENKMAN AND RAY FALL INTO SC.		ACTION/ EGON AND WINSTON RUN AT OTHERS AS THEY LAND	ACTION/ GROUP COMES TOGETHER IN A PILE
DIALOGUE /		DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE 48	TIMING		SCENE 49	TIMING		SCENE	TIMING		SCENE	TIMING

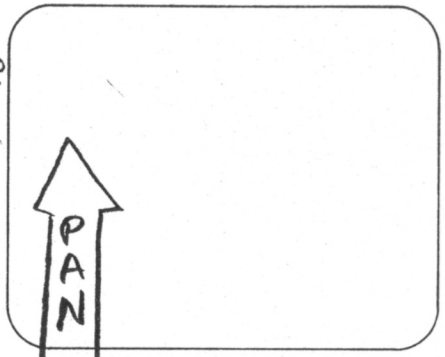
ACTION / UENKMAN SHAKES HEAD TO CLEAR IT	ACTION / GHOSTBUSTERS SEE EACH OTHER	ACTION / THEN JOIN HANDS	ACTION / SHADOW CREEPS OVER GUYS AS THEY REACT
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE / GREEN GUY- (O.S.) MUNCH MUNCH CHOMP CHOMP
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE 50	TIMING		SCENE	TIMING		SCENE 51	TIMING		SCENE 52	TIMING

GREENIE DEVOURS HOT DOG

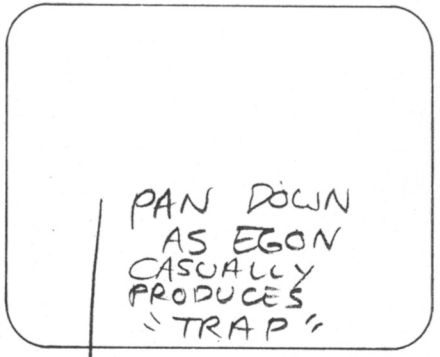


ACTION /	CAM PAN UP AS OTHER GHOST "JUMP" INTO SC. BEHIND GREENIE (M.R. STAY PUFT MORE OMINOUS.)	ACTION /	ACTION / VENKMAN GETS MAD
DIALOGUE /	GREEN GUY - MUNCH MUNCH MUNCH GULP!	DIALOGUE /	DIALOGUE /
SOUND FX /	ZIP! ZIP! ZIP! ZIP! ZIP!	SOUND FX / (MR. STAY PUFT FOOTSTEPS — BOOM BOOM BOOM!	SOUND FX /	SOUND FX /
NOTES /		NOTES /	NOTES /	NOTES /
TIMING /		TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	53						54				

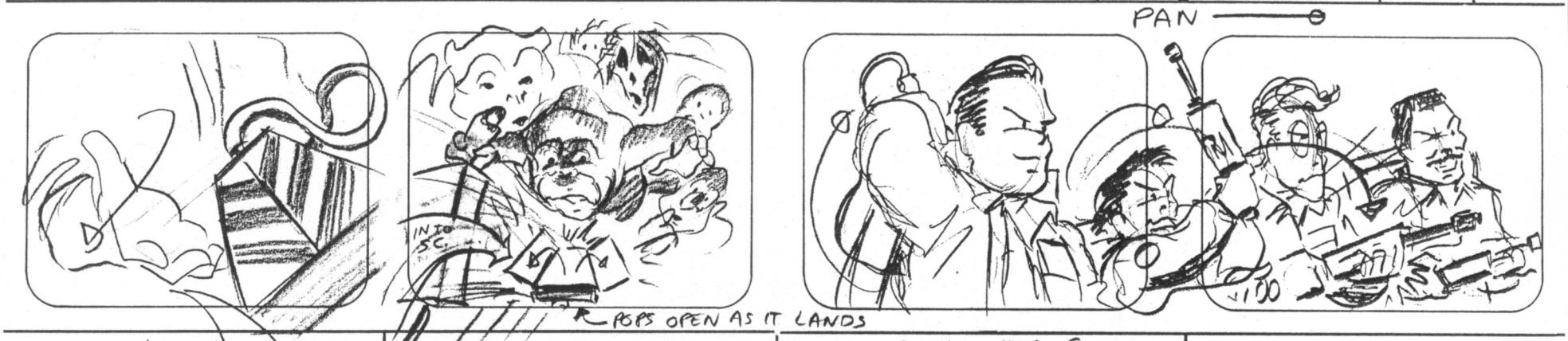


ACTION / VENKMAN JUMPS UP DETERMINED	ACTION / OTHERS JUMP UP AS VENKMAN POINTS		ACTION /
DIALOGUE /	DIALOGUE /		DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

CONT.	SCENE 54	TIMING		SCENE 55	TIMING		SCENE 56	TIMING		SCENE	TIMING

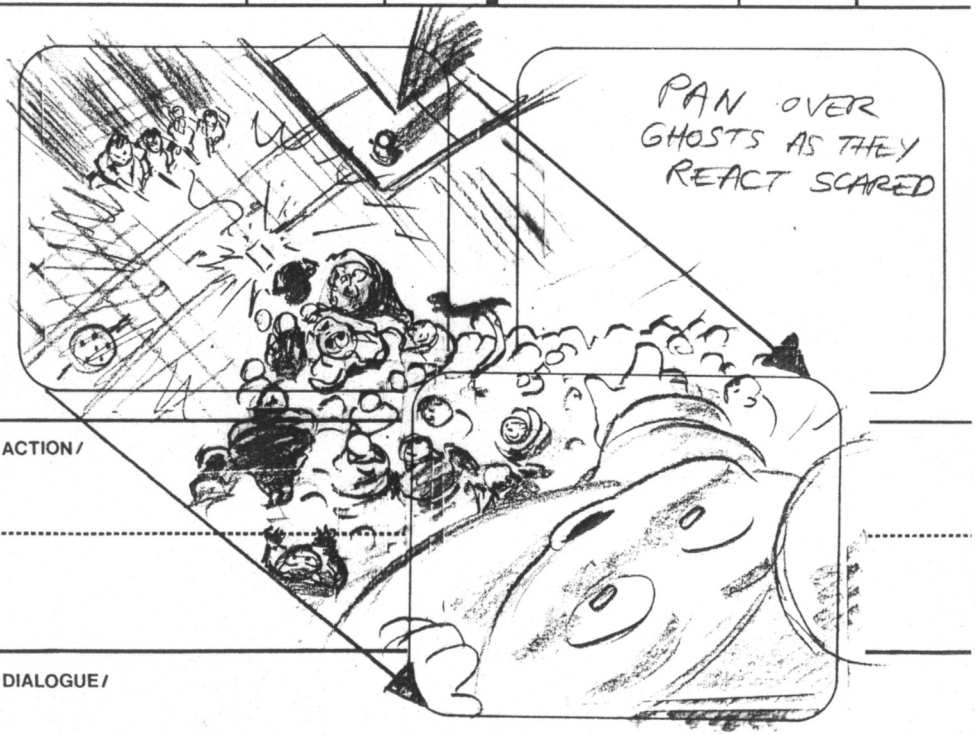


ACTION / EGON TOSSES TRAP O.S. (AT CAM.) O.S.	ACTION / GHOSTS REACT AS TRAP PLOPS DOWN IN FRONT OF THEM	ACTION / PAN OVER GUYS AS THEY DRAW THEIR WEOPONS	ACTION /
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

NOTE GLOW FROM TRAP	SCENE 57	TIMING		SCENE 58	TIMING		SCENE 59	TIMING		SCENE	TIMING

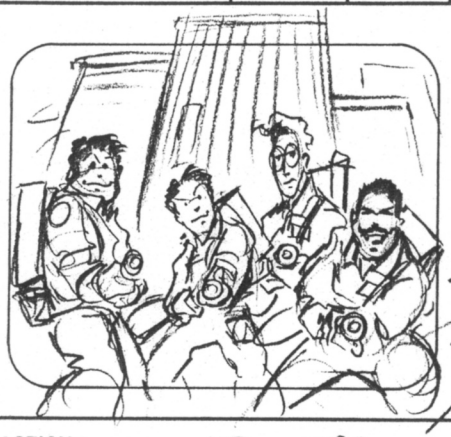


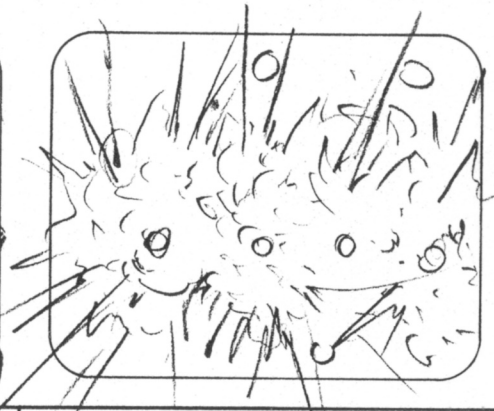
ACTION / GREEN GUY LOOKS UP WORRIED	ACTION / ALL REACH UP AND CLICK ON POWER	ACTION /	
DIALOGUE /	DIALOGUE / CLICK - POWER HUM	DIALOGUE /	
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE	TIMING
	60						61				





ACTION / GHOST BUSTERS TAKE AIM	ACTION / AND BLAST AT CAM.	ACTION / GREEN GHOST ZIPS O.S. AS OTHERS REACT	ACTION / GHOSTS HIT BY BEAMS
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

	SCENE 62	TIMING		SCENE	TIMING		SCENE 63	TIMING		SCENE 64	TIMING

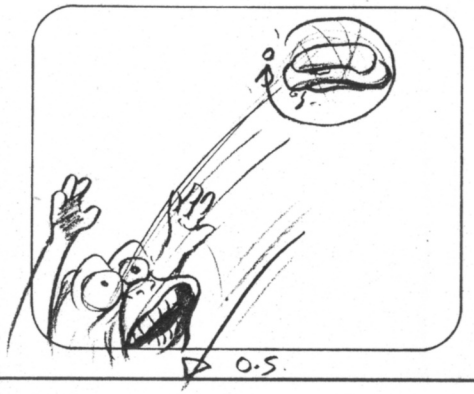
ACTION / FRIGHTENED GREENIE ZOOMS PAST MR. STAY PUFT	ACTION / RAY BEAMS RISE INTO SC.	ACTION / GUYS CONTINUE FIRING (SWING WEOPONS UPWARD	ACTION / LONG SHOT OF STAY PUFT AND GHOST TRAPPED BY DANCING RAY BEAMS —
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO.

SCENE 65	TIMING	SCENE	TIMING	SCENE	TIMING	SCENE 66	TIMING



ACTION/ MULTIPLANE BG PAN AS GREENIE FLYS (GAINS) INTO SC.	ACTION/ RAY BEAM REACHES INTO SC. AND SNAGS GREENIE	ACTION/ GREENIE IS YANKED O.S. LEAVING HOT DOG BEHIND	ACTION/ GREENIE IS SUCKED THRU SC. PAST TRAPPED MR. STAY PUFT.
DIALOGUE /	DIALOGUE /	DIALOGUE /	DIALOGUE /
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /

DIC AUDIO VISUAL

MAINTITLE

SHOW NO. | DESCRIPTION | ACT NO. | PAGE NO.

SCENE 66 | TIMING | SCENE | TIMING | SCENE | TIMING | CONT. | SCENE 66 | TIMING

TIMING | SCENE | SCENE 66 | TIMING | CONT.

PAN DOWN AS STAY PUFT UNRAVELS

PAZ

RAYS FORM SPINNING VORTEX SUCKING GHOSTS INTO TRAP

ACTION / DIALOGUE / SOUND FX / NOTES / TIMING /

INTO SC.

STAY PUFT

ACTION / RAYS STOP AND TRAP SNAPS SHUT

SAILOR HAT PLOPS DOWN INTO SC.

DIALOGUE /

SOUND FX /

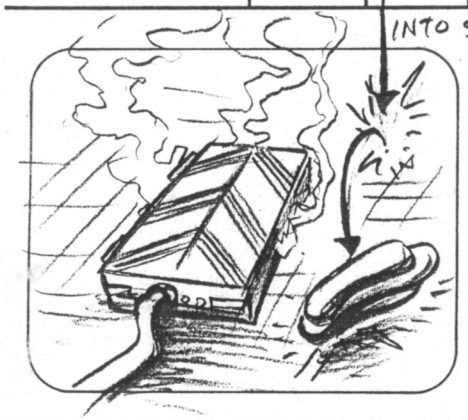
NOTES /

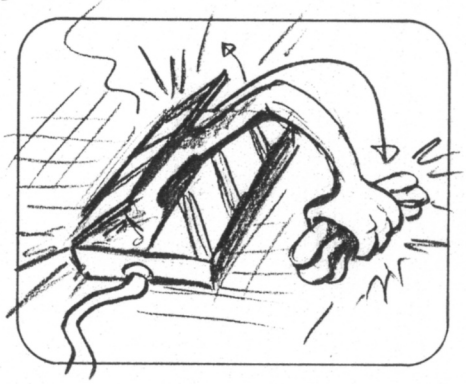
TIMING / TIMING / TIMING / TIMING /

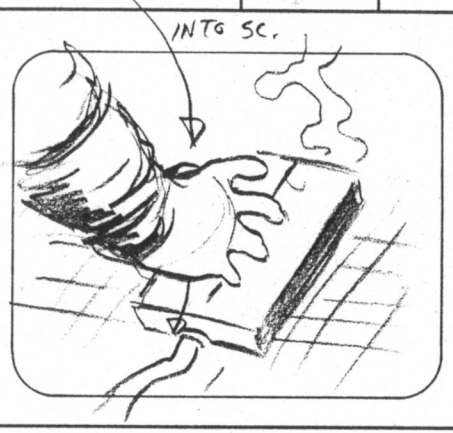
DIC AUDIO VISUAL

MAINTITLE	SHOW NO.	DESCRIPTION	ACT NO.	PAGE NO.

SCENE 67	TIMING		SCENE	TIMING		SCENE	TIMING		SCENE 68	TIMING







ACTION/ HOT DOG PLOPS DOWN INTO SC. NEXT TO STILL SMOKING TRAP	ACTION/ TRAP POPS OPEN — GREENIE'S ARM REACHES OUT AND GRABS HOT DOG — ARM ZIPS BACK IN AS TRAP SNAPS SHUT —	ACTION/ HAND REACHES INTO SC.	ACTION/ VENKMAN RAISES TRAP IN VICTORY FADE OUT
DIALOGUE /	DIALOGUE /	DIALOGUE /	~~DIALOGUE~~ END-
SOUND FX /	SOUND FX /	SOUND FX /	SOUND FX /
NOTES /	NOTES /	NOTES /	NOTES /
TIMING /	TIMING /	TIMING /	TIMING /